

**HUGE  
116  
PAGE  
ISSUE**

# AMIGA ACTION

**1 FULL GAME 2 SUPER 3 MEGA DEMOS**

#037 OCTOBER 1992

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**EUROPRESS**  
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**AMIGA ACTION**

Cripes! Where's my bloomin' free disk?  
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**HOI**

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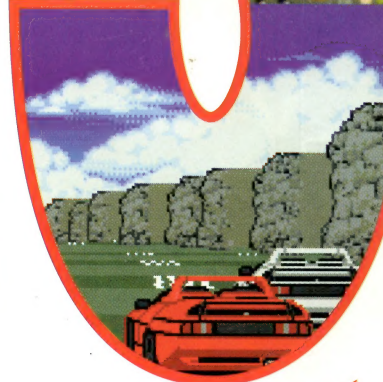
**1 MEG ONLY**

**AMIGA ACTION**

## KICK OFF BEAST LOTUS



**TOP TRIO  
TESTED**



**PREVIEWED: GUNSHIP 2000**

**SOLVED: LURE OF THE TEMPTRESS**

'Er, excuse me newsie person but my free disk seems to have done a runner'



**WIN**

**SONY HI-FI!**



PRINTED IN THE UK





TO ENTER THE GAMES  
YOU MUST NEGOTIATE  
TUMBLE DRYERS, DOD  
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Complete that simple mission and you've just about made it to The Gamesmaster Zone, at Comet.

A totally excellent place, that's based on Channel 4's Gamesmaster Show.

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It's a hardware heaven. The complete range. All the hand-helds and all the consoles, including Sega Mega Drive, Commodore Amiga and Super NES.

And more good news, buy any one of them and you get a Gamesmaster Zone Discount Card which entitles you to 10% off all software from then on (valid until 30th April 1993).



The Zone is also a seriously hands-on situation. You can actually try out the new titles. We call it 'play before you pay', and it helps you make sure you're investing in a game you really love.

In fact there are over 250 games, so it might be a good idea to check out the Comet Top Ten Chart for starters.

So get down to Comet and enter The Gamesmaster Zone. There's one thing we forgot to mention however; you'll probably have to get past everyone else who reads this ad.

Good luck.

**COMET**  
YOU KNOW WHERE TO COME.



# 68

special feature



Do computer games companies use film licenses to rip-off games buyers? We investigate...

The nights are rolling in earlier and earlier, the summer is slowly disappearing (not that we saw much of it anyway), so what more could you ask for than a nice hot fire and a Sony Hi-Fi to play your wintertime blues music on? Turn to page 94 and find out how to win this excellent prize! (Oh yes, you can't win the fire!)



# 94



## AMIGA ACTION

### CREATED BY...

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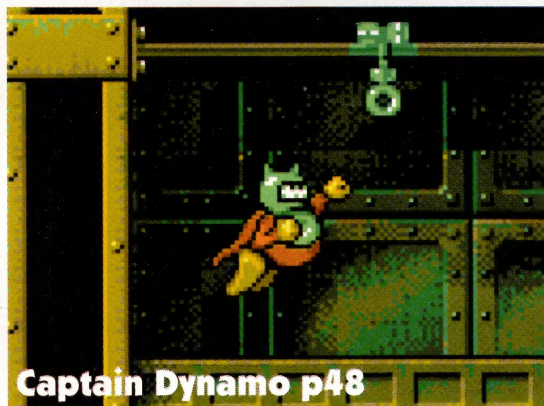
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# 52

blue print

Plenty of previews for you to drool over this month! We check out **Battletoads, No Second Prize, Outlander, Silly Putty, Motorhead, Gunship 2000 and Kick Off 3!**

regulars



Captain Dynamo p48



Gunship 2000 p64

## News.....8

Did you know that 'News' is an anagram of 'sewn'? Anyway, check out the gossip on the fabulous Elite 2, Hero Quest 2 and Goblins 2.

## Subscriptions.....26

Sadly, not enough people took our heavy hints last issue to rush out and subscribe to get our amazing subs offer. So several of you will be visited by men in overstuffed raincoats...

## Public Domain.....72

Check out the latest releases in the world of Public Domain software as Nick takes you by the hand and leads you gently through this jungle. Or something.

## Budget Games.....75

You won't need to sell your little sister into slavery anymore, thanks to our money spending advice. Bargain buy or cheap nasty?

## Talkback.....97

This is your chance to express your views on paper rather than calling us and getting insulted over the phone.

## Boggit's Domain..100

Boggit had to gain stature somehow (he's a bit of a titch) so instead of dressing him in Cuban heels, we've given him five pages instead!

## Buyer's Guide.....106

Take a look at what we think of all the recent software releases. And judging by the letters we have received, many of you seem to agree! Eight pages of glorious games!

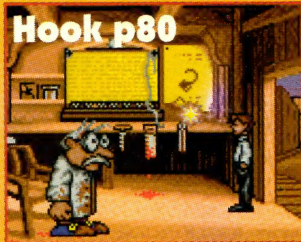




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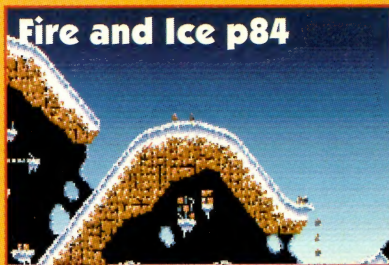
giving the game away

Hook p80



This month, we take a can opener and prise the lid off **Hook**, **Fire and Ice** and the magnificent **Lure of the Tempress**! So those of you with games problems, Page 80 is the place for you.

Fire and Ice p84



Lure of the Tempress p89



reviews



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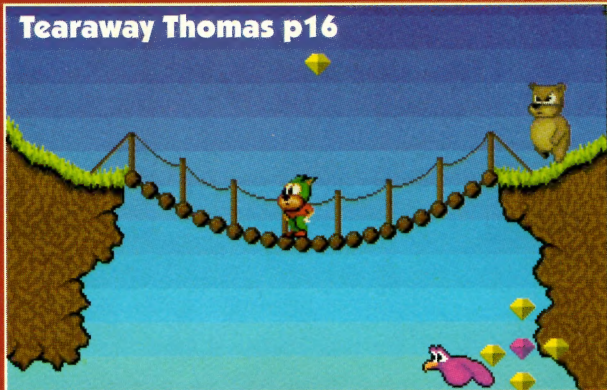
Tennis Cup 2 .....50

Troddlers .....24

**Project-X spooks 'em again!**

Well, well, well! Who'd have thought the mighty Amiga Format would have been fooled by our little Project-X 'hidden level' spoof! Most of the Amiga Press seem to have fallen for it now. Laugh? We chortled until our ribs ached! So remember, where Amiga Action leads, the others follow. Anyway, did you know that at the end of level two...

Tearaway Thomas p16



If you've glanced at this month's cover, you'll no doubt be gaggin' to play the awesome selection of demos on offer. Firstly, there's a complete, all action **Fireforce** mission from ICE. On a lighter note, there's two cutesy platform games in the shape of **Hoi** and **Tearaway Thomas**. And finally, a full version of **Dithell's Wonderland**.

Fireforce p18



And finally, a full version of **Dithell's Wonderland**.

16

coverdisk

Project-X

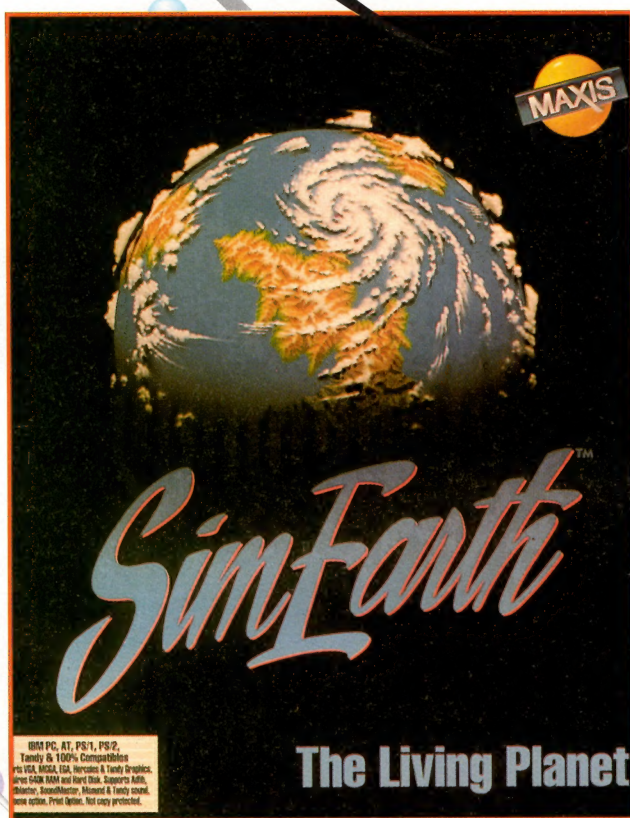


# MAXIS

Inspired by James Lovelock's Gaia hypothesis, Sim Earth looks at the world as one interrelated living organism offering you the ultimate experience in planet management. Design and nurture planets from their creation through the evolution of life to the development of intelligence and technology that can reach for the stars.

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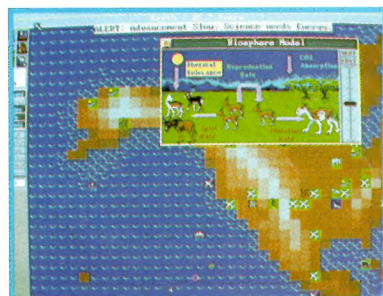
\*Choose from 24 battlefields.

\*Use the powerful icon-driven command language: with a simple point and click, robots can be instructed to commence in full melee.

\*Challenge your friends (and enemies) through network support for up to four machines.

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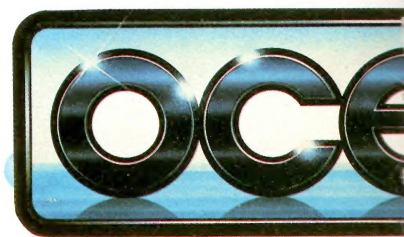
\*Rule unlimited random worlds.

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\*Unleash volcanoes, earthquakes, meteors and tidal waves.

Armed with bombs, bullets, missiles, grenades and more, you control teams of Robots that compete in five different sports: Survival, Treasure Hunt, Capture the Flag, Hostage and Baseball. By combining the tactical challenge of chess with the intensity of guerrilla warfare, RoboSport provokes total strategic mayhem. TM & © 1991 Maxis and Edward Kilham. All rights reserved.



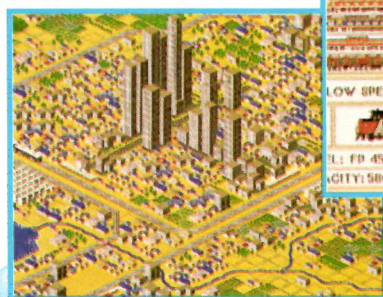
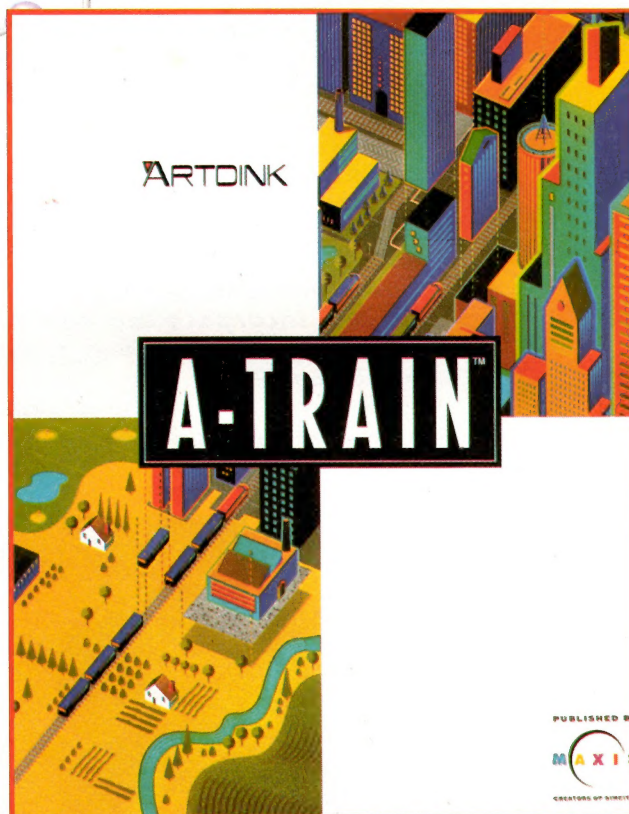
OCEAN SOFTWARE LTD. 6 CENTRAL STREET. MANCHESTER



# MAGI C



Sure A-Train has trains... but there's a lot more to it than making tracks. This new simulation gives you the triple challenge of designing and running a profitable railroad, growing a city and building a financial empire. You can borrow money, invest in subsidiary business and dabble in the stock market as well. Six scenarios will take all the organisational talent, planning skills and fiscal genius you've got. Maybe more. TM & © 1991 Artdink and Maxis. All rights reserved.



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\*Pick any 24 OTC stocks to reap extra profits.

\*Build apartments, offices, factories, ski resorts, amusement parks and more.

\*Get all of the professional advice you need from the many on-screen experts in A-Train.

AVAILABLE FOR: IBM PC, Macintosh and Amiga.



# ACT NEWS T N

## FEAT OF THE ELITE

The original *Elite* is regarded as a computer gaming benchmark. Almost a decade later and Konami are preparing to launch the sequel, *Frontier - Elite 2*.

Consisting of a galaxy featuring 100 star systems and two ruling organisations, The Empire and The Federation, you may have to choose between the two when events turn confrontational and sabres start rattling.

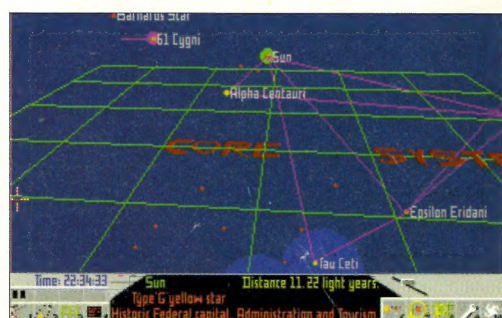
Like the first, you have to trade goods and make enough money to power-up your craft. Also, embark upon special missions for paying employers, from a passenger delivery service to joining the military for a medal or two.

Thankfully, the docking sequence has been made considerably easier in the sequel, which was considered a major flaw in the original.

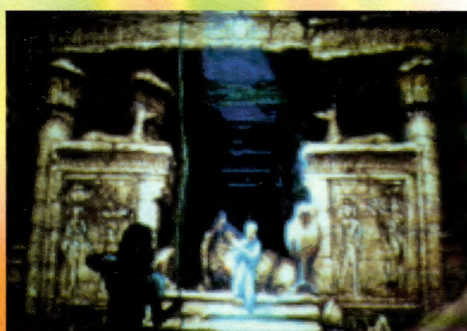
Programmed by David Braben, *Elite 2* should make it into the shops in October for a price yet to be announced.



This is more like it. Galactic warfare amid the stars. Fire phasers! Raise shields!



Study the galaxy and plan your route. I hope your spacecraft runs on unleaded...



There's no woman to be seen and the serpents are distinctly lacking but this really is a shot from Millennium's forthcoming blockbuster!

### Snake's alive

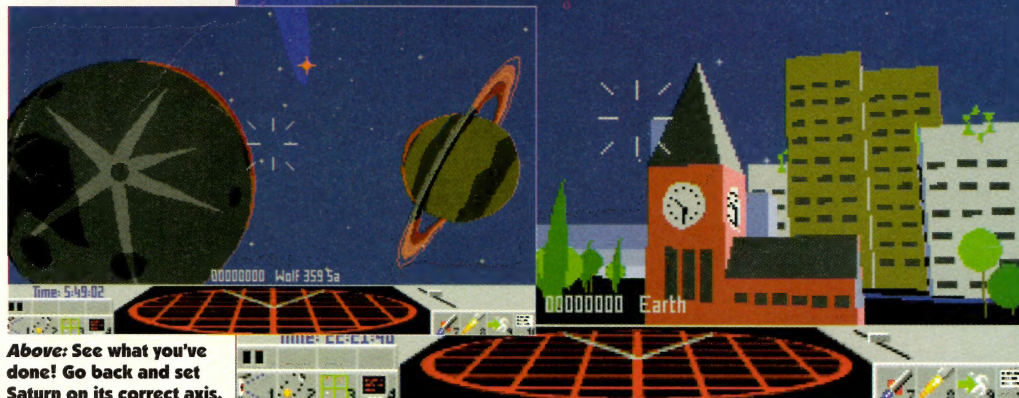
Preparing to take adventure games one step further is *Daughter Of Serpents* from software house Millennium.

Set in Egypt during the 1920s, the game's strange and murderous events attempt to draw your mind into a mysterious and intriguing atmosphere. Or something.

Millennium try to explain some more: "*Daughter Of Serpents is the latest adventure developed by the team that brought you the highly acclaimed Hound Of Shadow. It will feature a new graphics-based user interface, incorporating speech bubble text, hypertext, and object manipulation.*"

Look out for a release around February '93 for a price of £29.99, at a pet shop near you.

Right: Stopping off in the city, you find the bank's cash machine is out of order. Typical.



Above: See what you've done! Go back and set Saturn on its correct axis.

### Gremlin causes chaos

*Pandemonium* is the latest thing in cutesy beat'em-ups. Soon to be published by Gremlin, the emphasis is not just on giving someone a good bashing but there is a strong puzzle and platform element too.

Exploring the land of Bobbinia in

## Taking the Pearce

England and Nottingham Forest defender, Stuart Pearce, has agreed to endorse Ubi Soft's forthcoming football compilation.

The package includes four titles of varying quality. Top of the list is the masterpiece, *Kick Off 2* - this instantly places its supporting games in the shadows!

The three other games are *Elite's* sub-standard *World Championship Soccer*, MicroProse's uninspired *International Soccer Challenge* and Krisalis' mediocre *Manchester United*. Thank goodness for KO2.

Available now for a slightly pricey £30.99.



"Boo hoo!" Don't be a soft lad, Stuart. We all know the reason you missed the penalty is because you're not much cop under pressure. Ne'er mind, lad. Only half a billion people saw you miss.

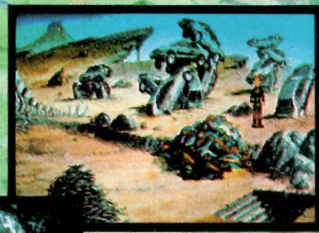
search of money and jewels, you may be peeved to find that the luvvly lolly is not for you. In fact, the dosh is for the King who is totally skint! But this is always the way with tax-free royalty, is it not?

It's in the very early stages of development at the moment but *Pandemonium* is sorta scheduled for a release early next year.

This could be the one to set the new year rolling for Gremlin.



# Curse of ENCHANTIA



Sucked into the cursed land of Enchantia, Brad finds himself chained and manacled inside a castle's dungeon. He escapes from the castle via a subterranean cave system and meets fortune tellers, magicians, dragons, elephant seals, fire demons plus many other colourful characters both friendly and otherwise! Travel with Brad to the Valley of the Lost, the Ice Palace and the Graveyard in his quest to ensure his safe passage home.

Curse of Enchantia is available on Commodore Amiga (1 meg only) and IBM PC compatibles.

Screen shots from IBM PC version.



**CORE**  
DESIGN LIMITED



Tradewinds House, 69/71A Ashbourne Road, Derby, DE22 3JS. Telephone (0332) 297797, Facsimile (0332) 381511





# GOBLIINS REGURGITATED

**W**hile *Gobliins* is still rapidly shifting off the shelves, Coktel Vision are fiddling about with the last few levels of its sequel.

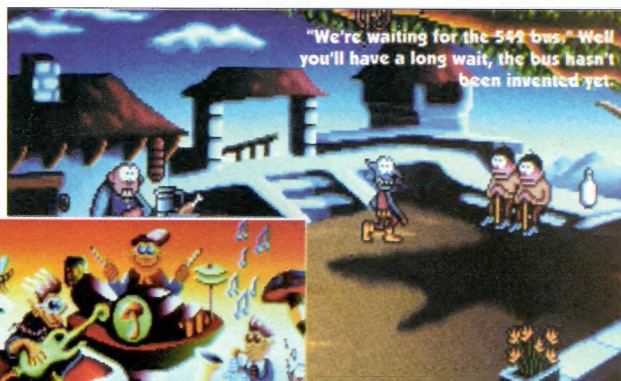
*Gobliins 2* (they're closer to spelling it correctly this time) features a couple of charismatic, mouse controllable 'monsters' with their own individual mannerisms and attitudes.

Starring Fingus and Winkle, one is described as a 'serious, optimistic and careful chap' and the other, 'a strange and rare bird, a reckless and impulsive joker'.

Similar to the first but set in a different scenario, you must operate them together in an effort to solve each screen.

*Gobliins 2* is available any time now, so keep your eyes peeled!

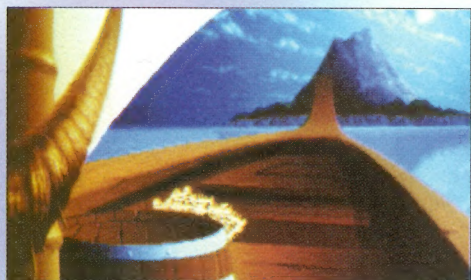
"Oi, mister! Aren't you in the wrong place? You should be in that Roald Dahl book about the big feller, shouldn't you?"



Get down to some really funky goblin folk tunes. Yeah man, like check out my totally trendy electric guitar!



## Get your rocks off



Travelling on a boat, you approach a volcanic island. Will there be ranting cannibals on the shoreline?

**C**ontinuing to venture into uncharted territory, Digital Integration are now exploring the adventuring side to games. *Ween - The Prophecy* transports you back to medieval times where 'you will encounter brilliant and exciting scenes through animated video images' and probably get struck down with smallpox.

Boldly stepping into the shoes of Ween, you must destroy the bad geezer who's wreaking more havoc than a squad of South American locusts spending a night in a Colombian cocaine field. It's all in aid of saving the world of Blue Rocks... Sounds painful.

If your granddad Okhram had done the job properly to start with, you wouldn't have to waste your youth chasing Demon Kings and saving their captives from the flames of hell. But it all goes to make life exciting. Whatever happened to spending a night in front of the TV?



This looks like something out of an old Roddy McDowell movie. Where are the over-sized lizards?

## The ICE cream?



Now this guy is giving you plenty of options! Don't be too talkative though. You don't want to scare him away.

**N**ewly formed ICE aren't limiting their RPG role to *Abandoned Places Two*, they're also developing *Piracy*, an RPG based on the exploits of those rogues of the past.

Seeing as all the pirate and parrot innuendos have been used up in our *Monkey Island 2* coverage, let's get straight to the facts! You are in control of a band of one-eyed pirates who you can order to board enemy ships, pillage gold, explore caves,



"Excuse me, I think I've gotten on the wrong ship by mistake. This isn't the QE2, is it? No, I didn't think so."

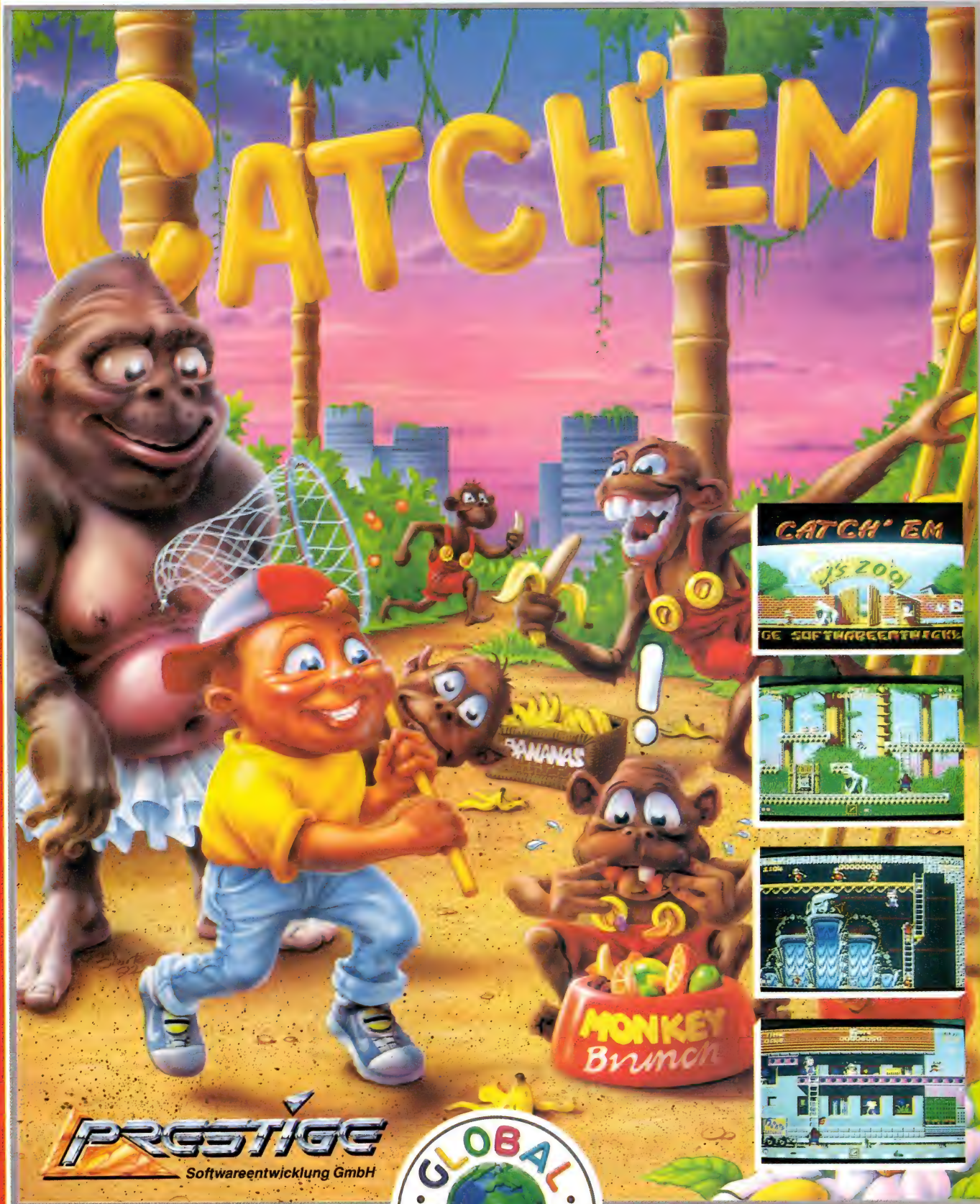


When you find the spot marked X, take ten steps to the north. But wait a minute, where's the X? Drat.

navigate stormy seas, and dozens of other activities.

Said to 'bring new standards' into this genre, no price has yet been set, but it will probably cost just a few pieces of Eight. (Sorry!)





**PRESTIGE**  
Softwareentwicklung GmbH



**All hell has broken loose at the Zoo! While the gate-keeper Jeff was busy reading the latest edition of his favourite games magazine the monkeys plotted their escape ...**  
**Now havoc reigns in the local area, with**

**gorillas and orangutans joining in the fun!**  
**Help Jeff restore peace in this humorous platform-puzzle game – with over 35 levels, 250 KB of animations and 10 great tunes, you'll have fun trying!**

Catch 'em is available on Amiga (£25.99), and PC (£29.99), from  
Global Software, Unit 3, Poyle 14, Newlands Drive, Colnbrook, Berks. SL3 0DX.  
Telephone: (0753) 686000 Fax: (0753) 680343

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Trademark applied for. Screenshots are from Amiga version. Please check availability before ordering.





## WHAT A C-ORC-ER!

All orcs and goblins, LOOK OUT! *Hero Quest II – The Legacy Of Sorasil* is nearly upon us, so run for the hills!

Combat monsters of evil, explore darkened passageways, and warily walk through creature-filled caverns. *Hero Quest II* is destined to be bigger than its chart topping predecessor and even takes you beyond dank dungeons, allowing you to negotiate forests and quagmires.

Gremlin explain: "*Sorasil* incorporates both the feel and quality of the first *Hero Quest*. However, this time there is a distinct flow within the story.

"Comprising 10 scenarios, every character within the game has a purpose, whether it be to aid or distract you in your ultimate goal.

"Up to 4 players can participate... you may



Haven't we a guest missing for supper? "Yes m'lord, that's because you chopped his head off at breakfast." Oh.

## SWIVel on this

Here's a quick glimpse of what you can expect at a budget price in the forthcoming months. There's some particularly interesting titles that you may like to know about.

Firstly, the mighty *SWIV*, Storm's unofficial sequel to *Silkworm*, is arriving on the £9.99 Kixx label in November. This game, an excellent vertical scrolling shoot'em-up, was released roughly 18 months ago but how will it fare now? There's only one way to find out!

Following on from this for December will be the arcade adventure beat'em-up, *Last Ninja 3*.



choose between a variety of people, including paladin, mystic, cleric or ranger. Each have their own traits and only together can they uncover the Legacy Of Sorasil."

Due for a November release, no price has yet been set.

Right: "Look out, behind you!" Ssshh, I am the one behind! You'll give me away if you carry on shouting like that.



Never leave home without being properly prepared!

Perhaps not in the same league as *SWIV*, it may be worth giving it the once over now it's on budget.

For motorcycling enthusiasts, MicroStyle's *RVF Honda* is bound for the cheapo shop shelf, also from Kixx. Worth looking out for due to its link-up feature.

Arriving on Gremlin's GBH label in the near future will be *Switchblade II* and *Supercars II*. While the former is yet to have a price attached, *Supercars II* is likely to retail at £9.99.



## Hedging their bets

Console machines have *Sonic*, so the Amiga is retaliating with *Thomas*. Soundware International are in the midst of producing a platform giant that could oust *Zool* and put *Sonic* to shame.

Working on *Tearaway Thomas* are two university students who are making their first attempt at a full price commercial game. Their inexperience is certainly not

apparent, as you should be able to tell from the coverdisk demo.

Thomas can run, jump, climb ropes and stretch his talents even further. The general idea is to collect the required number of diamonds on each level before the time limit expires.

Although the number of worlds and levels has not yet been decided, the early plans are for six worlds, each consisting of four levels.

You can experience two of those by playing our exclusive coverdisk demo, and the game should be complete by the end of October. We'll review it nearer the time!



Here we see Thomas tackling the Krypton Factor assault course. Er, shouldn't there be a net below you?



# AMIGA CDTV. £200 OFF IF YOU PAY WITH PLASTIC.



The plastic in question being your trusty Amiga 500, of course. Because if you take it along to your local stockist and trade it in, we'll exchange it for a new generation Amiga CDTV multi-media computer pack for only £399.99\*. That's £200 less than the normal retail price. And remember, that includes an Amiga CDTV player with keyboard, mouse, floppy disc drive and a 12 month warranty - the whole shooting match. This fantastic offer to our Amiga customers closes at the end of September. So hurry, as they say, while stocks last. And don't forget the plastic.

**AMIGA  
CDTV**



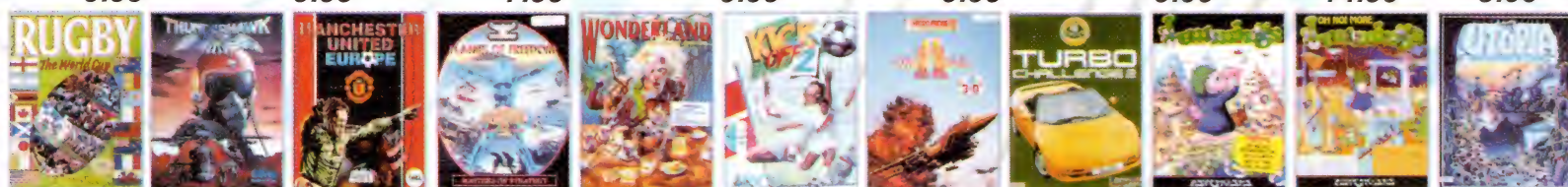
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\*TRADE-IN MACHINES MUST BE COMPLETE AND IN WORKING ORDER. OFFER ENDS 30TH SEPTEMBER 1992. AVAILABLE AT SELECTED HIGH STREET STORES INCLUDING DIXONS AND SPECIALIST INDEPENDENTS. FOR DETAILS OF YOUR LOCAL STOCKISTS CALL FREE ON 0800 686868.





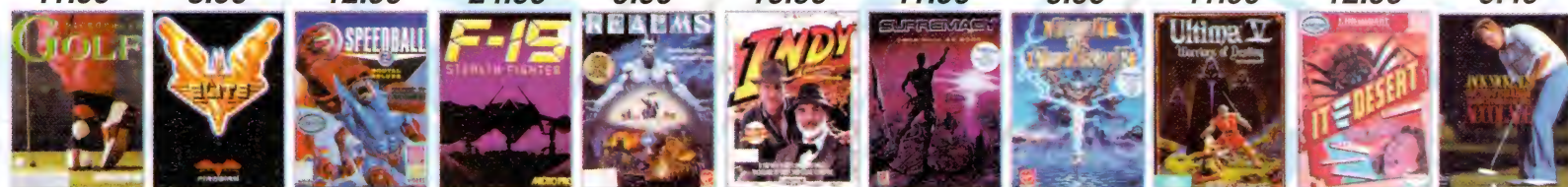
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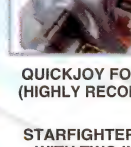
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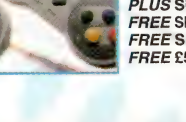
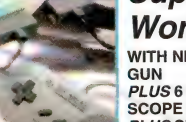
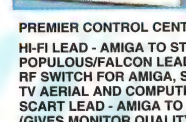
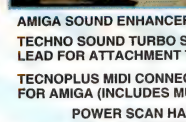
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Remember to look around and explore the entire landscape. Secret goodies and hidden gems are knocking around in abundance.



## WHAT'S IT ALL ABOUT

*Tearaway Thomas* is one of those beautiful games which is dead easy to enjoy so pick up your favourite piece of plastic hardware and get playing. Thomas is a typical platform game hero. That is, he can run in both directions, jump and fall from great and terrifying heights.

When trained a little, he can climb ropes, break weak areas of ground and perform terrifying leaps off spring-propelled platforms. The one thing he cannot stand is foreign creatures, so try to avoid making contact with any unfriendly foe. You can, however, stamp on their heads if you wish to avoid a four second time penalty.

Just collect as many gems as you possibly can and head for the exit as soon as it opens. And be quick, 'cos somebody, somewhere, is timing you...



<b>PUBLISHER</b>	Soundware	<b>RELEASED</b>	Oct 1992
<b>PROGRAMMER</b>	David Hanney and Nick Frampton		
<b>GAME TYPE</b>	Platform	<b>PRICE</b>	£25.99
<b>LOADING INSTRUCTIONS</b>	Put the disk which contains <i>Tearaway Thomas</i> into your Amiga's internal drive and turn on the power. When the cursor appears type in: TEARAWAYDEMO (all one word!) and press return.		



# BUG BOMBER



**1-4 Players must battle through anything up to 1600 levels, blasting away the opposition using Bombs, Missiles and Mines. Eggs come in useful too as they hatch into Robots, that search out and splat the enemy. Your own Private Army - Yeah!**



#### WHAT THE MAGAZINES SAY ...

**COMODORE FORMAT** - "a superb game ... it is really the most excellent fun ... the infighting, backstabbing and blowings up between the players are nothing short of excellent ... addictive as a bag of incredibly addictive things! Horray (as we say) - 86%"

**AMIGA ACTION** - "More aggressive than Dynablasters... a real blast! - 83% - Recommended"

**THE ONE** - "very playable, insanely addictive ... you'd be hard pushed to find a more enjoyable multi-player game ... 81%"

**ZAPPI** - "Words can't describe how playable Bug Bomber is... on a par with the playability are the graphics - small but wonderfully animated sprites charge around the screen in a psychopathic frenzy ... hell of a lot of fun to play - 87%"

Bug Bomber is available on Amiga (£25.99), C64 tape (£10.99), C64 Disk (£15.99) from Global Software, Unit 3, Poyle 14, Newlands Drive, Colnbrook, Berks. SL3 0DX. Telephone: (0753) 686000 Fax: (0753) 680343

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**KINGSOFT**



# FIREFORCE

You've read the review, now play the game, courtesy of new software developers ICE. Yep, that's right! We've got a fully playable demo of what could be described as the first soldier simulator and it's flippin' huge to boot. So big in fact, that it takes up a full one megabyte disk.

A complete no holds barred mission awaits your full attention and commitment, so kit yourself out with the latest hardware and kick some ass...

WITHOUT FIRE  
BUTTON PRESSED

JUMP



CRAWL

WITH FIRE BUTTON PRESSED

ROTATE WEAPON  
ANTI-CLOCKWISE



ROTATE WEAPON CLOCKWISE

## WHAT'S IT ALL ABOUT

*Fireforce* looks very much like a straightforward, horizontally scrolling shoot'em-up, very much in the *Green Beret* mould, but it's not!

Prepare yourself then, for a game which requires a fair amount of thought and plenty of strategic manoeuvres. On the other hand, you can, if you wish, storm straight in and splash blood'n'guts all over the place. It's up to you!

Having loaded the game, the duty roster screen will be displayed. Using either the mouse or joystick to control the cursor, click on one of the names and type in your own identity and press return.

A mission brief will be displayed (for more info, click on the small 'I' icon) before you can start the game. Unfortunately, this demo doesn't allow you to enter the armoury.

● When you feel you're ready for action, click on 'Begin Mission'. The rest, I'm afraid, is up to you. But here are a few tips and controls to make your life just a little bit easier.

● The first thing you'll need to do is examine the buildings. There are plenty of hidden supplies around for you.

● Use the 10 function keys to select your weapon. Not every key activates a weapon, so be careful!

● Move over a corpse and jab the space bar to search a body. Now use the joystick to transfer weapons and ammunition between bodies.

● Press the 'P' key to pause the game and 'O' to un-pause.

● Having learned the whereabouts of anything important, try and complete the mission as fast as possible, otherwise you may not meet the strict time limits.



If the introductory helicopter scene bores you after the first showing, simply press the fire button to bypass it.



PUBLISHER	ICE	RELEASED	Out now
PROGRAMMER	Dave Gibbons		
GAME TYPE	Shoot'em-up	PRICE	£25.99
LOADING INSTRUCTIONS		Place the <i>Fireforce</i> coverdisk demo into your internal disk drive and switch on your Amiga. The game will now load and run automatically, so get ready for some serious blood letting!	





Edwin Sax painted three great masterpieces with a magical paint box he aquired from a wizened old man. On finishing the last one he was dragged inside the bizarre world of the paintings. Fatal Strokes is the story of his escape.



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# Fatal Strokes

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# DITHELL'S WONDERLAND

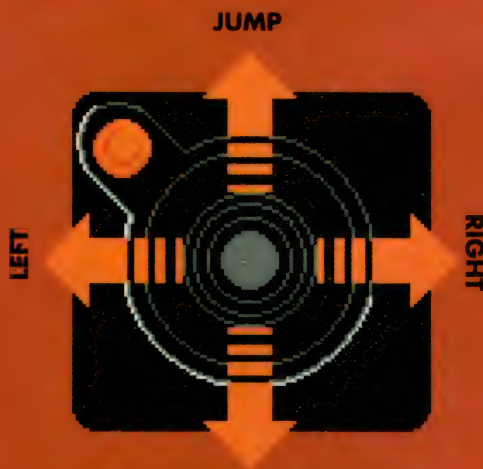
*Dithell's Wonderland* gives you a complete, previously unreleased platform game!

You can try your hand at creating the odd level or two using the supplied level editor, then guide the young chappie across the transparent platform blocks and colour them in. To complete a level, colour in all the blocks.

Bonus points can be gained by picking up the floating fruits and to make the screen update a little smoother, the surplus background graphics can be toned down. Finally, try to avoid the horrific patrolling nasties!

## LOADING INSTRUCTIONS

Slip the *Dithell's Wonderland* disk into your internal drive and turn on your Amiga. After a short while a cursor will appear. Type in **WONDERLAND** and press return. The game will now load and run.



## PROBLEMS!!!

If your disks are duff, please return them to: Stanley Precision Data Systems Ltd, Unit F Cavendish Courtyard, Saloon Road, Weldon North Industrial Estate, Corby, Northants, NN17 1JX.

If you want to create professional looking games such as *Dithell's Wonderland*, buy *AMOS Professional* and makes heaps of cash! *Dithell's* show you what you can come up with.



# HOI

As a groovy green dinosaur in search of his loved one, you must reach the end of this monstrous playable level. Use your skills of problem solving to progress, madly running around the outrageously colourful land.

Pushing up launches your half-ton dino skyward, allowing you to reach floating platforms. You can also nudge the fire button to activate mysterious switches.



It's green, it's fun, it's full of platforms and yep, there's a great big dinosaur in it too. What more could you want!

**PUBLISHER** Software Business **RELEASED** Out now

**PROGRAMMER** Hollyware

**GAME TYPE** Platform

**PRICE** £25.99

## LOADING INSTRUCTIONS

Put the disk which contains *Ho!* into your Amiga's internal disk drive and power-up. When the DOS header appears type in: **HO!EMO** (no spaces) and press return.



# LIVERPOOL



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# ACTION REVIEWS

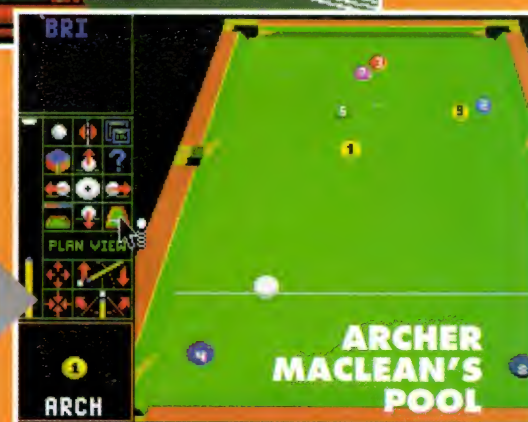
It's time to party with this month's glorious bunch of game reviews! From the darling disks of October to the games only fools and horses would buy, we have them all here. Don't be a dipstick, head on into the luvvly jubbly reviews section NOW!



**LOTUS 3**

Where rubber instantly melts rather than burn. High performance road racing at its best.

Ooh, a 3-D cue and ball game and not a ridiculous looking Cockney in sight.

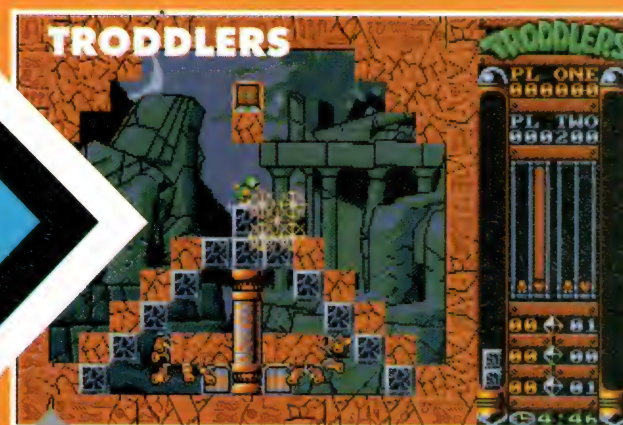


**ARCHER  
MACLEAN'S  
POOL**



**BEAST 3**

Indiana Jones-like action from Psygnosis. A good excuse for getting your whip out, if ever there was one.



**TRODDLERS**

A rather trendy title that looks remarkably like that game that had green-haired rockers in it. At least these guys are more socially acceptable and not quite as stupid!

Also uncompromisingly scrutinised: *Lost Treasures Of Infocom*, *Fireforce*, *Treasures Of The Savage Frontier*, *Sim Earth*, *Amberstar*, *Captain Dynamo* and *Tennis Cup 2*. Go for it, baby!

NB. Due to last minute changes by Magnetic Fields, *Lotus 3* does not feature a four player option as stated in the review.

Reviews? We got 'em! The best games analyses?

We got 'em! Lousy "we got 'em" punchlines? We got 'em!



# TRODD

Away with the green haired rockers and welcome please, the Troddlers...

Since *Lemmings* was released well over 18 months ago, we've seen a fair few rip-offs. None of them, however, are as blatant as *Troddlers*, the latest puzzle-cum-platform game by the Sales Curve. The basic idea of *Troddlers* is as follows: guide a handful of cute, semi-intelligent creatures to a single doorway, avoiding anything slightly dangerous on the way. It sounds familiar, I'm sure you'll agree.

Actually though, that opening paragraph is probably a little unfair, because some levels are nothing like *Lemmings* whatsoever. In fact, parts of this game remind me of *Boulderdash*, other parts remind me of *Solomon's Key* and so on.

So, what's it all about then? Well, these Troddler fellows are wandering aimlessly around a single screen play area, but they don't just walk along the ground. These guys walk up walls, down walls and across ceilings. The only thing they cannot do is move anything on the screen. That's your job!

This mainly involves the creation

PUZZLE

and destruction of square blocks. You must lay or remove these blocks to allow the Troddlers to climb or fall to the correct area of the screen. For instance, if you wanted the Troddlers, or for that matter, your character, to reach the top of the screen you'd have to construct a series of steps using the blocks.

There is a limit to the number of blocks you can use, but it's possible to reclaim any block by simply removing it from the screen. Each block can be placed one square away from your character in any of the eight joystick directions. If your character slightly overlaps a square boundary, the block will be placed (or

removed) one square position further.

Placing a block over a Troddler will kill the innocent little creature outright and when you consider that the majority of Troddlers per level need rescuing, this can cause plenty of headaches.

The main objective then is to guide the Troddlers to the exit by altering the screen. Your problems don't

end there I'm afraid. Firstly, there are 175 different levels to conquer, each of which can be accessed using a given password, and every so often, or more often than not as the case may be, a few new obstacles/nasties are introduced.

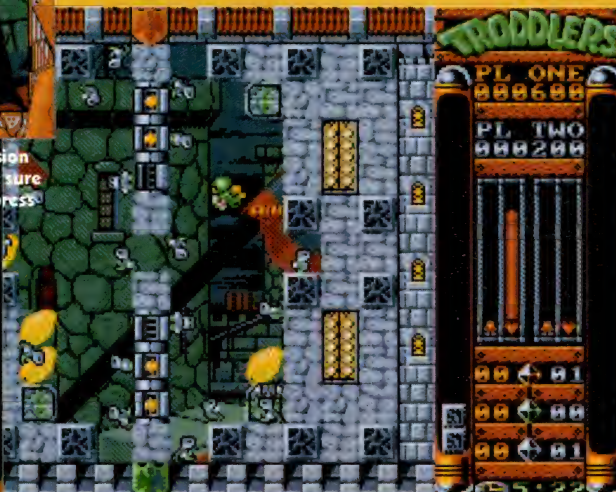
The beauty of the difficulty curve is that all the new features appear in blocks, so you could get five levels on the trot dedicated to collecting diamonds. This creates a



Look at the timer in the bottom right and gaze in horror at the strict mission time. But hey, there's an extra time clock floating around, so grab it quick!



Each level is preceded by a short mission briefing type screen. Unlike me, make sure you remember to read it before you press the fire button!



Don't attempt to rescue these Troddlers. Don't make contact. To complete the level, terminate the required amount.



# LEMMINGS

## War Of The Troddlers!



War mode brings out the competitive streak in you. See which player can reach the exit first, by building a series of steps up each side of the screen.

It's all a bit too much for the second player, who's pushing out some serious Zs. Having said that, player one's not too far behind.

### TRODDLERS

**PUBLISHER:** The Sales Curve  
**TEAM:** ATOD Design £25.99

## ANALYSIS

The big question remains: Is *Troddlers* better than *Lemmings*? From a personal point of view I prefer *Lemmings*, but that doesn't mean to say that *Troddlers* isn't a fine game, 'cos it is. The graphics are beautiful, the difficulty curve perfect and it's full of delightful little touches. Addictive from the word go and very, very challenging in the long term. Buy it sooner rather than later.

Pete.

91%



In war mode, and on this particular level, each player must try and collect the diamonds...



Player one shrewdly demolishes the supportive block beneath player two...



Leaving the stranded second player in a no return situation...



With little competition on offer, player one collects the diamonds with glee...



And receives the plaudits via the congratulations screen.

gentle learning curve, so that when you meet similar obstacles later on, you should be well prepared.

Another major problem you face is the conflicting Troddlers. Basically, there are two types of Troddler and if two different races mix, both of them die instantly. Therefore, it's your responsibility to keep them separated. So, it all sounds a little tough, and yes it definitely is. But there are ways in which to make it slightly easier.

Firstly you can team up with another human opponent and work together (or against each other in war mode) and there are plenty of bonus objects scattered around which either boost your score or give you extra health points. And, most importantly of all, there's no limit to the amount of times you can play each level, just like it was in *Lemmings*!



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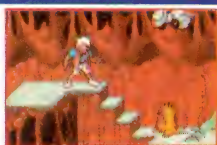
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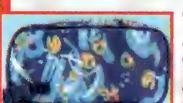


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# THE LOST TREASURES OF INFOCOM

**Adventurers beware! Twenty top titles are appearing soon...**

**M**ake no mistake. This is one heck of a collection. If you don't believe me, just check out the titles included: *Deadline*, *Witness*, *Suspect*, *Ballyhoo*, *Moonmist*, *Zork*, *Zork 2*, *Zork 3*, *Zork Zero*, *Beyond Zork*, *Enchanter*, *Sorcerer*, *Spellbreaker*, *Infidel*, *Lurking Horror*, *Planetfall*, *Stationfall*, *Starcross*, *Suspended* and *The Hitchhiker's Guide to the Galaxy*.

Many of these games are all-time classics, particularly *The Hitchhiker's Guide* and *Zork*. I'm not even going to attempt to review all of them here – it'd just take me too long – but I can give you an overview of some.

In the *Hitchhiker's Guide*, you play the part of Arthur Dent, earthdweller and dressing gown

wearer who wakes up to find his house being demolished by a large yellow bulldozer. As this is not a good way to start the day, it is your job to guide Arthur out of this predicament and in to the dubious clutches of Ford Prefect, who'll ply you with cheap booze and tell you the world is about to

end. Thus will begin a most unlikely trip around the Universe, loosely based on the well-known books by Douglas Adams.

*The Hitchhiker's Guide* is one of the classic adventure games. Don't expect fancy graphics or amazing sound – just one of the best text-based games ever to be released. Even if you weren't a fan of the books, you'll love the game.

In fact, all these games are

**A LOCKED DOOR. A DEAD MAN.**  
And 12 hours to solve the murder.



**DEADLINE**

based adventures.

*Zork* is another classic text-based adventure. In it, you traipse around a mystical landscape set far underground in search of mystical treasures. The scene is the same for the rest of the *Zork* games, although, as you'd expect, the puzzles are different.

There's just enough space to mention one other: *Deadline*. It's based on one of those locked room mysteries, and you

have to solve a murder before your time runs out. Easy, it isn't! Unfortunately, we were not able to find out the price for this collection in time, but if it's anything under £60, this is a bargain all proper adventurers should not be without.

text-based, but don't let that put you off. In the old days, before the Amiga and fancy graphics came along, all the best games used this system. And it is a tribute to the way they were made that you simply don't notice this lack. Well, okay, so I'm a real sucker for text-

**ADVENTURE**

**STELLAR PATROL: IT'S NOT JUST A JOB—  
IT'S AN ADVENTURE!**

**PLANETFALL**



**Your greatest challenge  
lies ahead—and downwards.**



**ENCHANT**



## THE LOST TREASURES OF INFOCOM

**PUBLISHER:** Activision

**TEAM:** Infocom & TBA

Through strange, savage zones your way will be shown  
by the magical stone called

# WISHBRINGER



## The Hitchhiker's Guide to the Galaxy

**DON'T PANIC!**



## ANALYSIS

If it's your aim to possess some of the best text-based adventures ever released, you could do no better than to lay your hands on this collection. If you sneer at the idea and only have eyes for graphical extravaganzas, then you obviously haven't played the likes of these before. Get hold of this collection – you'd be madder than a mad dog in the midday sun not to.

Nick.

# 85%

# HOLLI WOULD IF SHE COULD ... AND SHE WILL



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## All in the name of duty



How come those guys have got more medals than me? Time to stretch my legs...



OK, so I've completed numerous training sorties, but this is the real thing.



If this job's gonna get done properly, I'm gonna need some decent kit.



The mission begins, and already you've blown that gun tower, gunner an' all, sky high...



The mission's going well and you've successfully planted the last of the explosives.



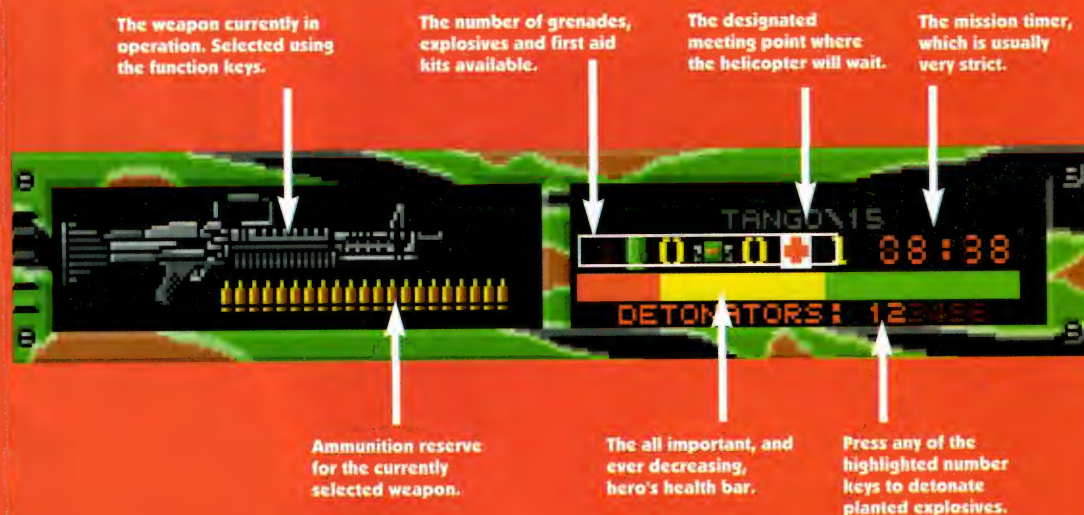
The men in the green flying machine don't let you down. Phew-ee!



Your superior are overwhelmed by the massive success of your mission.

30

## Special weapons and tactics



# FIRE

Get all fired up in this war sim from those cool heads at ICE...

SHOOT'EM-UP

War is sickening, there's no doubt about it. But whenever the slightest bit of blood'n'guts is portrayed in either celluloid or computer format, I get this sudden, burning desire to 'be what I want to be' in the army. *Fireforce* is a typical example. Some of the game's contents are downright shocking, yet I'd much rather slit some guy's throat or shoot him in the head from point-blank range than pick him off from distance.

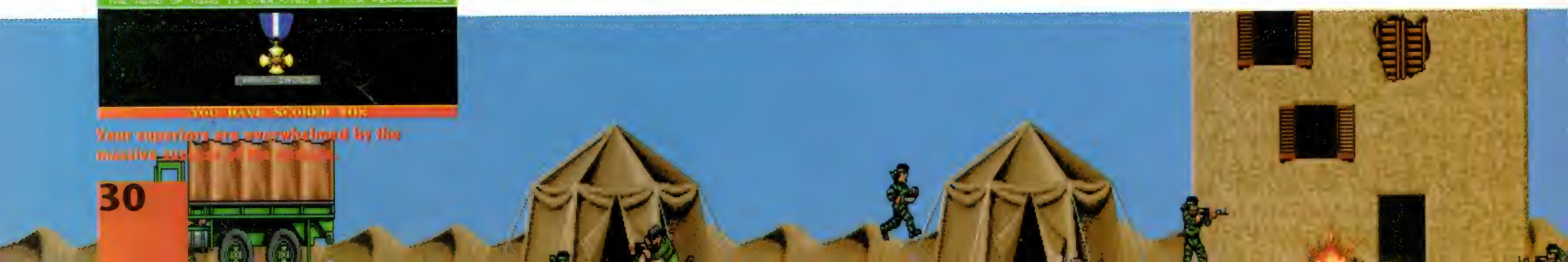
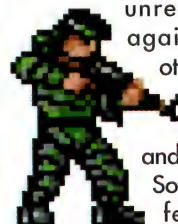
### Cut-throat fun

And that's the beauty of *Fireforce*. While the whole scenario is wildly unrealistic (one guy against hundreds of others), some of the finer details are painfully realistic and purposely violent. So yes, you can cut a fellow human's

throat in cold blood and shoot people in the face from a pixel's width away.

*Fireforce*, however, is much more of a soldier simulator than a straightforward, run of the mill, combat shoot'em-up, such as *Warzone* or *Mercs*. It looks a little like the classic oldie, *Green Beret*, but it takes the sideways scrolling military genre a few steps further and adds a little strategy. Basically, you've got to think before you shoot, and plan out exactly what to do before the mission begins.

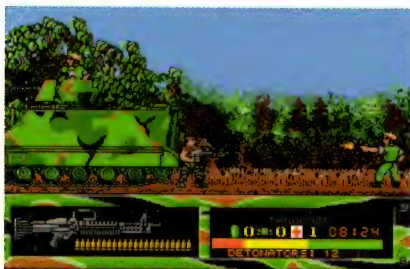
The game starts from the duty roster screen. From here you can enlist recruits and view the credentials of others. It's all very similar to a flight simulation roster.







You enter a war-torn building expecting it to be empty. You end up with a grenade in your brain and a less than slim chance of survival. That first aid kit is definitely smiling at you.



The soldier you control is capable of withstanding numerous shot gun wounds, so scenes such as this are particularly common.

**FIREFORCE**  
**PUBLISHER: ICE**  
**TEAM: Dave Gibbons £25.99**



Eat M16 death, lead heads! Dispose of the enemy using the most brutal method possible, but watch your own back. You've very little cover, remember.

# ORCE

Following this, you can enter the armoury and choose the relevant weapons for the selected mission. Actually, it's impossible to tell which weapons are suitable until you've taken part in one of the missions.

There are twelve missions in total, and you can choose between four of them at any one time. In other words, once you've completed the first four, you can choose between missions five to eight, if you like.

## Kill or be killed

The game centres around killing people, of course, but some missions can be completed with little bloodshed. It does help to kill though, and that's ultimately the finest part of it, however horrendous that may sound. Firstly, it clears the route of baddies and stops you getting killed yourself, and secondly, you



can rob ammunition and vital weapons from the dead.

The soldier you control is exceedingly flexible. He can run, jump, crawl and use a number of weapons in various ways. Accessing all of these actions obviously caused the programmers a fair few problems and unfortunately, they didn't get it quite right.

It's easy to fire wasted rounds when you re-adjust the firing angle of your weapon, for instance, and it takes an age to aim in life or death situations. Having to access the function keys to change weapons with such regularity is also a bit of a pain.



The twelve graded missions have varying terrains (jungle, urban and desert etc.) and a single mission

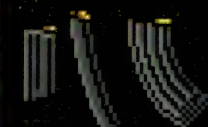
spreads across 20 screens. The most annoying aspect of the game is having to negotiate a tricky downward staircase. You have to align your soldier on the correct pixel boundary to get down the stairs. When you're working to strict time limits as you are here, and searching for first aid kits to replenish your ever decreasing health bar, it's desperately important to get in, do the job, and get out as fast as possible.



## Your arsenal



Various guns are provided, including M16s, AK47s and M60 machine guns.



Make sure you take plenty of magazines. Running out of ammo isn't advisable.

Funnily enough, grenades are excellent for blowing up the enemy.



Rocket launchers are powerful, but they weigh a lot too, so use them sparingly.



Take high powered explosives with you to blow up huts, shacks and buildings.

## ANALYSIS

Despite the cosmetic similarities, *Fireforce* bears little resemblance to any military blast I've ever played. First impressions suggest it's a little laid back, and the less than furious shoot'em-up element backs up this initial feeling. It's a damn fine game though, and if it wasn't for the tricky control interface and the strict mission time limits, it may have fared a little better.

Pete.

**83%**



# TREASURES OF THE SAVAGE FRONTIER

It's one of those RPG-type games you'll either love or loathe...

A review of this product is really very pointless and actually offering to review it in the first place was probably a huge mistake. *Treasures of the Savage Frontier* is one of those games which you'll either buy and look forward to or completely ignore. RPG fans will buy it whatever I say, and non-RPG fans won't give it a look. Such is the way with the current state of the RPG industry. So, my opinions are, without any question, completely worthless. And, if I wasn't so sure that this sort of game had a faithful army of followers, I'd be tempted to give it 10% and be done.

What really winds me up is the sheer lack of effort by the publishers to try and attract new players. The

actual in-game graphics (still shots excluded) are bland. And while a few decent graphics and sound don't guarantee a playable product, they can certainly be used to up the atmosphere, which is of vital importance in RPGs.

It's quite obvious too, thatSSI have taken the skeleton from their previous 'gold box' releases and simply changed the storyline and the odd character here and there. If the interface they used was even slightly user friendly and not hard disk user biased, it wouldn't be so horrific, but as it stands, the Amiga operating system intrudes far too frequently.

Now I've got that off my chest, I'll go through the formalities. *Treasures of the Savage Frontier* is

## ROLE PLAYING

### TREASURES OF THE SAVAGE FRONTIER

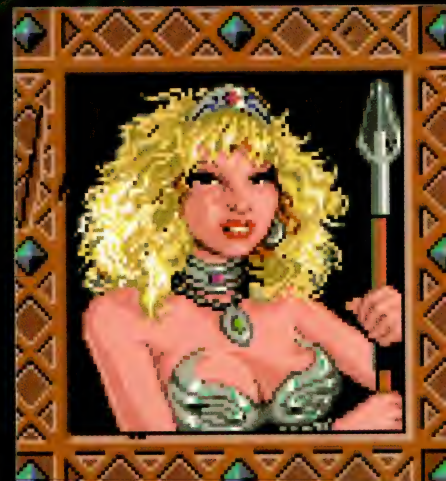
PUBLISHER: US Gold/SSI

TEAM: Linwood Taylor £32.99



Luckily, each of your characters is kitted out with a wide range of weapons.

the sequel to *Gateway to the Savage Frontier* and regular D & D participants can use the characters they created in any previous adventures in this latest offering, and this alone tells you the game is aimed at existing D & D fans.



The only graphics worth writing home about are the still screen shots.



Not all of the screens are badly drawn isometric views. Occasionally, a first person perspective view comes into play, but these are particularly bland too.

## ANALYSIS

Well, what more can I say? I've said it all before, and I'll say it again. If this sort of thing turns you on, you'll have probably bought it already, irrespective of what acclaim it may or may not have received. On the other hand, if you're new to this theme, you'll find it completely inaccessible, very ugly and it'll probably put you off RPGs for the rest of your life, which is a shame.

Pete.

50%



If you've got little else to do with your time, sit back and spend day after day creating a party of lifeless, badly drawn characters.



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# The greatest of all pub games gets the Archer Maclean treatment...

Last October, Virgin launched the critically acclaimed and commercially successful *Jimmy White's Whirlwind Snooker*. This success is about to be repeated exactly 12 months later with the launch of *Pool*.

Basically this is a revamped version of last year's hit but the game has been written to cater for those people who didn't buy *Jimmy* for the simple reason that they don't like playing snooker.

The 3D routine is as fast and smooth as ever and all the dimensions of the table are true to life. But what does this game have to offer that *Jimmy White's* didn't?

Well, this time there is more than one game style for you to play. Included are three different types of pool with the standard UK and US games implemented. Also you can play Championship Rules nine ball pool if you like.

The standard pool game rules are pretty similar with only minor differences allowing you to tell the two apart. For those who don't know, the idea is to pot all the balls of your colour before your opponent does, and then sink the black eight ball to win the game. If the eight disappears at any time before this, whoever potted it loses.

For nine ball, all the balls on the table are numbered. The aim is to pot the nine ball first – it's as simple as that. However, there is a catch in that you must hit the lowest numbered ball on the table before any other. If you are good at playing

billiards this is where those skills will come in handy!

The game's two player mode has also been significantly improved so that you no longer have to restart after every game.

You can now take part in two player matches (best out of three, five and so on) or in a fully blown tournament competition where you can compete against any number of human and computer opponents.

**ACTION ACCOLADE**



**FOUL BY ARCH**

BRI NOW HAS CUE BALL IN HAND

OK

CONTINUE

FOUL ON THE CUE BALL BEING POCKETED

As there are no points scored in *Pool*, should you play a foul stroke your opponent will receive a free shot. This basically means they get a second chance for any pot!



In *Pool* there are three types of game you can select to play and therefore three sets of rules for you to learn. Of the three, nine ball is the most complex but even that doesn't test your brain power that much! The other two are pretty basic versions of the game.

*Pool* has been designed so that in practise mode, two ball cannons and plants can be set up. No matter where you aim from it should always work – with luck!



# MACLEAN'S POOL

There are eight players in total for each tournament.

The trick shot mode has also been tweaked a little so that you can now practise plants and three ball cannons. This type of practise will come in useful to try and perfect your nine ball game.

As in just about all the games Archer Maclean has written, there are loads of silly bits that have been added. Remember the faces on the balls in *Jimmy's*? Well, there is a lot more similar stuff included in *Pool* but I'm not going to tell you what they are! So there!

For those with no friends (ah!) the one player mode also offers you

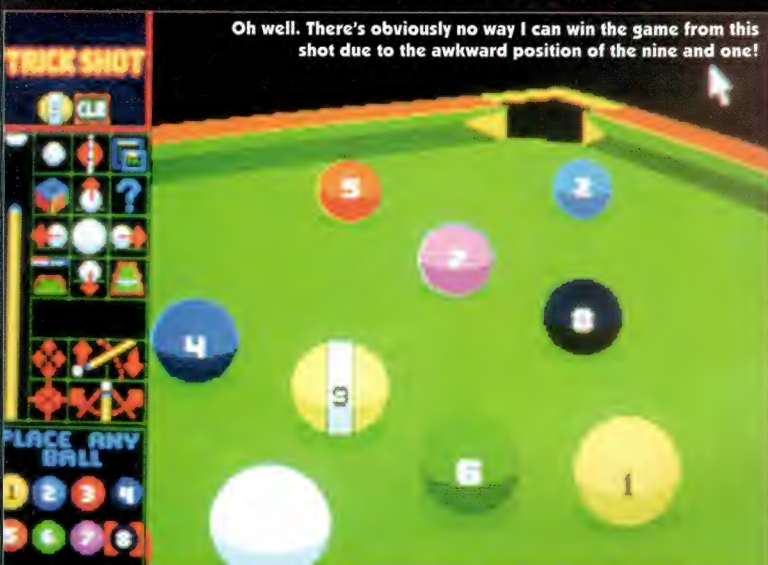
more. Instead of four opponents, three of whom are very hard to beat, you now have a field of 20 computer players to choose from. Each has their

own attribute which is reflected by their names. Side Spin Kim

for instance uses plenty of side spin, as you'd expect. Most of them are fairly easy to beat after a few days sweaty practise.

This game is for those sad individuals who don't go down the pub at night (*a bit like you Bri!* - Ed.) Get a few friends around with a six pack of XXXX and indulge yourself in the most realistic sports simulation you'll find. I'll never have to "Cue" up again!

**SPORTS SIM**



Trick shots can be set up in pretty much the same way as in *Jimmy's*. Now show your magic on the table for the expectant crowd.



Above: Tournaments are played over three rounds and the current table is illustrated like this. Unfortunately I lost in the first round!

## ARCHER MACLEAN'S POOL

**PUBLISHER:** Virgin

**TEAM:** Archer Maclean £25.99

## ANALYSIS

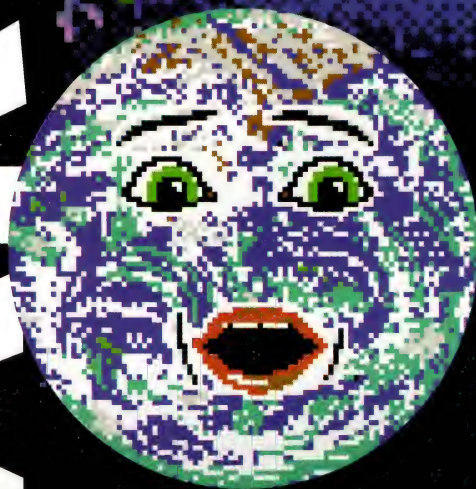
There are definitely enough new features in *Pool* to warrant another purchase, especially if you are one of the few who didn't buy the original. I believe this game to be an improvement on *Jimmy White's* which probably stems from the fact that pool is a more accessible game than snooker. The high standards of graphics remain - Archer Maclean has spent his time well.

Brian.

**91%**



## SIM EARTH



Get down  
to earth in  
this new  
sim  
from  
Ocean...



Clicking on the Life option will show you where all the creatures are living. All marine and land life will be displayed as you move about the surface.

It was only a matter of time really. Ocean's most successful PC game to date was always going to appear on the Amiga, and after a wait of just over a year it's here. This may look similar to MicroProse's *Civilisation*, but it certainly isn't!

### Wild Planet

A lot of people will be instantly put off by the whole complexity of the product, but there is a tutorial for you to read and a rather large

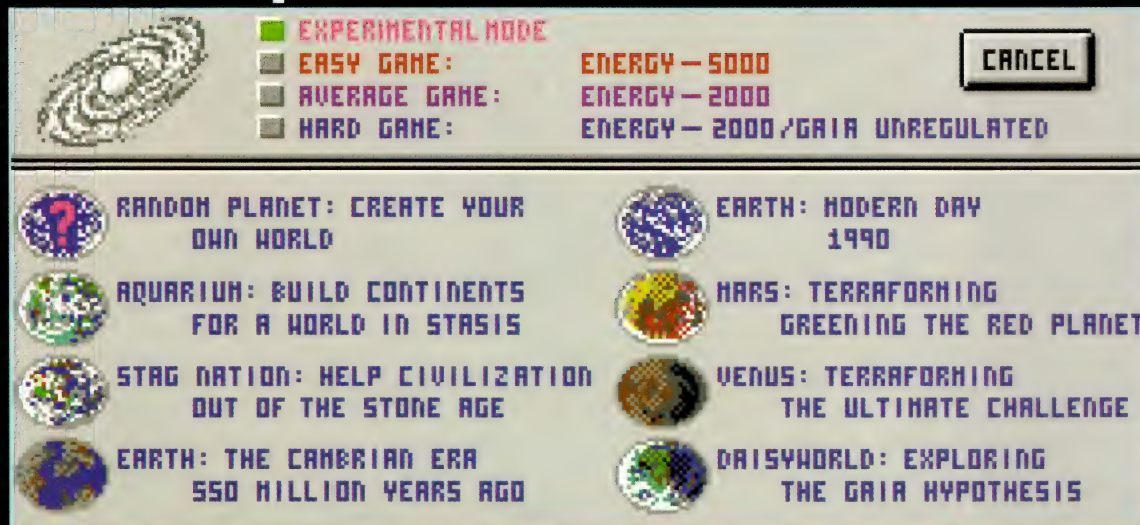
manual, so if you don't mind reading a short novel before you play, you should be fine.

There are a number of worlds for you to take charge of, or if you like, you can build your own from scratch. Either way, the game will play itself for the bulk of the time with you having to solve any problems that arise. These all consist of global disasters such as earthquakes.

Anyone who has played either of Maxis' previous "Sim" numbers shouldn't think of this game as a similar affair. In certain ways it is, but this is far more complex than anything you have played before and it requires plenty of – as Roy Castle would say – dedication to get anywhere.

The planet dwellers have a fair degree of intelligence, whether they are prehistoric creatures or

STRATEGY

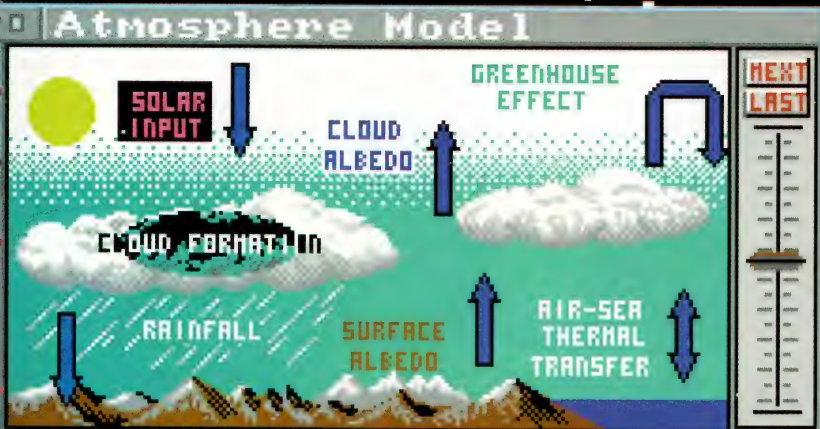


These are the stages of the game you can choose to have a go at. All the eight worlds can be played at any of the four skill levels. For a real challenge, try to make Mars a green planet. The future course of evolution is up to you!



# SIM EARTH

PUBLISHER: Ocean  
TEAM: Maxis £39.99



Above: The planet's surface temperature will constantly change and this can be rectified with rainfall and a controlled greenhouse effect.

Right: A meteor strike has destroyed part of America, leaving a gaping hole for the marine life to dwell in.

fully evolved Homo Sapiens (that's humans to you and me!). If you can cope with your games having a decent level of realism and challenge, then this is well worth a look.

However, I must stress that this is not a war game but it does take the Godding business one step further. Now, if you'll excuse me, I've got to planet a bit more...



Clicking and holding the left button of the mouse on the wildlife screen will display the creature types and the sort of land they are currently inhabiting.

## ANALYSIS

First things first – this game is far better than *Sim Ant*! Presentation-wise, it is great. Everything looks right and there is hardly any flickering at all (this is what ruined *Ant*). The sound isn't really important, but what there is doesn't annoy or feel out of place. If you have the money and are into this sort of thing, then indulge yourself – but don't expect it to be another *Populous*!

Brian.

80%

# FROM THE MAKER OF JIMMY WHITE'S WHIRLWIND SNOOKER...



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# LOTUS

## THE ULTIMATE C

**More power than your average car, more exhilarating than your average game...**

**G**remlin started the trend with *Lotus Esprit Turbo Challenge*, continued their racing game superiority with *Lotus II*, and now hope to finish in glittering glory with *Lotus III – The Ultimate Challenge*.

The true racing enthusiasts, including myself, know that *Jaguar XJ220* and *Crazy Cars 3* among others are inferior to the mighty *Lotus* games. Hence the real question is not whether *Lotus III* is better than *Jag* or *CC3* (the answer to that is clearly in favour of Gremlin), but is it a significant improvement over its two parent titles? Also, does it justify spending another £25 if you already have the previous two *Lotus* gems?

First, let me assure you that the basics of *Lotus* have again been implemented in *Lotus III*. In other words, the handling is still superb, the speed has been maintained, graphics are sweet and appropriate while the sound of the car engine is as throbbing and



Type the code in and the bars show the track you've just created. Shift each individual field left and right to perfect the circuit.

You can't tell by looking, but this is the windy stage! As tumbleweed sweeps over the track, take extreme care not to hit it.



00372784

88



Oh my GOD! Dermid the dipstick driver is somehow winning. How did our dodgy Production Ed ever reach the checkpoint in time? ('Coz I'm cool – Dodgy Prod. Ed.)





# S III CHALLENGE

powerful as always. And as usual, the car actually feels like it's on the road rather than super-imposed which has often been the problem with Lotus' poorer counterparts.

## Cool Concept

So what's different? To begin with, you have the chance to take the wheel of not just an Esprit or Elan, but also the new Lotus M200 Concept. Illustrated on screen to the same high degree of quality as the regular cars, the M200 is certainly a vehicle you could cruise through the high street in.

Including all the type of stages you've seen before (fog, night, stormy, and so forth), there are an additional five levels which are: **Futuristic, Muddy, Windy,**

**Roadworks and Mountainous.**

**Futuristic** features freaky patterned roads and lasers positioned on the trackside. They fire randomly and if you're hit, your speed dramatically decreases.

**Muddy** is pretty well as you'd expect, reducing your car's performance to that of a Jag, if you know what I mean.

**Windy** is both good and bad.

When the wind begins to howl, prepare yourself for a fight.

Wrestle with the steering as you try to

counteract the blustery atmosphere outside your vehicle. This also causes tumbleweed to fly across the road. If the bush strikes your Lotus, you are helplessly knocked to one side where you might run into a tree, roadsign or even

RACING

025 • KMH •

1ST

"Let's go, Mr Driver!" Sorry, wrong game. In Lotus III, you simply watch the flag drop and then press hard on the fire button.



There's Bwan but where's Woderwick? Maybe he's just around the corner on this hazardous mountain course... unless he's gone over the edge!

In the top scene, you can see a whopping big laser gun. Zip past before it blasts a hole in the side of your spanking, new Lotus.



Where would you like to crash your M200? The rocks make a nasty scratch on the bonnet but the car doesn't come fitted with a parachute, either.

another competitor.

I found the windy stage a little unbelievable – since when has a ball of grass been able to push half a ton of metal with such ease? Alright, I'm aware it's all in the name of variety and excitement but let's get real!

The **Roadworks** level consists of potholes, barriers, and more. A rampant JCB would have been, er, interesting.

This leads me to the **Mountainous** terrain which is

reminiscent of *Test Drive* – a solid wall of rock on one side and a precarious cliff edge on the other. Forget travelling on the left-hand side of the road, get into the middle and stay there, unless you want to risk experiencing the dangerous effects of gravity.

Yes, it can all be tackled in one player mode, split screen two player, two player link-up, or split screen four player link-up. Select either timed stages, timed or untimed laps, and there's an optional championship points structure where you must finish each race in the top 10 to continue. Look out for the return of pitstops, too – ➡

00363710

93

Yep, the Ice stage was in Lotus II. Watch out, Bwan, you're going to hit the snowdrift unless you take evasive action.



LOTUS III

PUBLISHER: Gremlin

TEAM: Magnetic Fields £25.99







Racing through the forest, logs are strewn across the lanes. Hit them when travelling straight to join the blackbirds in the sky.

always useful when your car splutters to a stop.

To complete the *Lotus III* package, there is a rather novel track designer. Instead of having to place sections of track and scenery onto a blank map in order to eventually create a road for you to race along, the programmers have developed a system much easier to use than previous track editors.

## Get RECD

The Racing Environment Construction System (RECS) requires that you enter a random 11 word code. With the letters and numbers input by yourself, the computer generates a track.

What you keyed will determine the frequency of corners and their sharpness, the number of hills and their common gradient, length of course and detail of scenery, amount of obstacles and lots more.

This means there is, literally,

the possibility of summoning 5 trillion different tracks for you to deal with.

If you type in a code and would then like to tweak the generated track, you can do so by shifting the necessary bar graphs left and right. For example, if the Curves scale measures 80% (this says how many curves will be in the course in relation to straight sections), you can reduce this particular area to 60% in the hope of a faster race due to less bending and twisting. Once you are completely satisfied, you will be given another, more appropriate code which you can use time and time again to reach your newly specified course.

OK, so RECS is efficient and effective. Personally, however, I would have preferred to see the typical track designer where you



5TH



Even with a two minute head start, the Lotus shows its superiority by easily catching up with Player One. Who put that naff car in, anyway?



Scraping the sides of the tunnel doesn't just produce a small firework display, but also reduces your speed to quite a serious extent.

can take sections of road and place them exactly where you want to – after all, that's where a lot of the fun derives from. Nevertheless, the lazy bones among you will probably say RECS is the one for you.

Do you remember those two important questions? Is *Lotus III* a significant improvement over the previous two? The answer: no.

Should you spend £25 on *Lotus III* if you have the other two? The answer: no.

I would say this though – *Lotus III* is a must for experiencing the special effects of stormy weather, motorway driving, four player mode, etc. Having said this, if you only have *Lotus I*, skip the sequel and buy the third which possesses the extra touches.



There are more sound effects than before, from Iron Maiden guitar solos to mellow melodies. Alternatively select plain ol' engine noises.



I wouldn't recommend you take on a 10-ton truck! Whizzing under the trailer will award you bonus points, though, so give it a try.

## ANALYSIS

High performance driving at its best, brought down a gear by being too similar to *Lotus II*. Even so, this can be regarded as the ultimate arcade racing package, taking the wheels from beneath *Jaguar XJ220* and *Crazy Cars 3*. The percentage has suffered only because *Lotus II* owners won't find their money's worth in *Lotus III* but others will give it one big, sloppy kiss.

Alan.

90%





CHOOSE THOSE  
WHO WILL  
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TRADE AND GAIN  
INFORMATION

# PIRACY



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Once you are inside a building, the view switches to an overhead plan. This makes moving around the surrounding area much easier. From here you can also see objects all around you to pick up.



We could rant on for days about the size of choppers couldn't we, but there isn't any point in lowering the tone of the whole thing now! Needless to say, you're about to die!

# AMBERSTAR

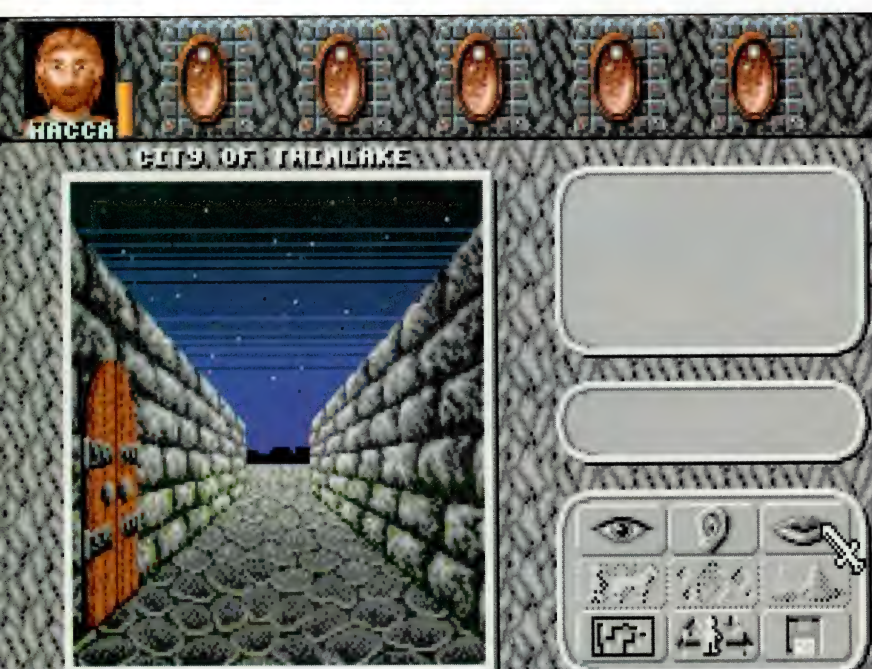
**PUBLISHER:** Thalion

**TEAM:** In House **£29.99**

There's no room at this inn for you tonight. All the doors are locked. Looks like you're consigned to another park bench for the evening. Top tramp!



# AMB



Night time in the city isn't exactly packed with excitement. All you want is a good nightclub, but there isn't anything in sight that might serve your purpose and allow you to have a darn good boogie! Shame...

Here we go into another mystical far off land. This time, we're getting there German style!

These days, a role-playing game has to be more than a little special to stand out from the ever-growing pack. Everyone knows there's nothing quite like a huge game to get their teeth well and truly into. Amberstar is such a title.

Hailing from the company who recently reaped so much success from the A320 Airbus release comes a role-player in which it is immediately evident that an awful lot of time and effort has been spent on it.

There's been an attempt to take it out in front of the rest of the bunch, many of which are unfortunately run-of-the-mill games that are loaded just a couple of times before being turned into disks for something else.

The full size of the whole thing is incomprehensible. A brief description of the quest will tell you





You've always been one for the birds. Amberstar gives you plenty of opportunities to take to the skies above and traverse the land on the neck of a giant eagle.

# ERSTAR



The Ordnance Survey would be glad of a device like your auto mapper. Everywhere you go it records, allowing you to refer back at any stage, should you get a little lost.

that you must locate 13 pieces of the missing Amberstar that will help you ward off the evil from the land. What that description fails to tell you is that they are spread throughout a huge world that takes ages to traverse and explore. Believe me when I tell you that it will take

## ROLE PLAYING

weeks if not months to finish the game. There'll be no 10 minute solutions printed in the magazines over the next few months, I can tell you! With the ever-increasing number of hard drives in circulation, it perhaps isn't surprising that Amberstar readily supports

being transferred to this medium. There's nothing like removing those frustrating disk swaps (although to be fair to the programmers these are kept to the bare minimum here) and speeding up access.

## Floppy friends

Coming on three disks, the game cannot be played from the original floppies and must be converted to three of your own disks. This may seem a little inconvenient at first but it does ensure that your originals do not come to harm if you store them safely.

There are two different views to the game, both of them already tried and tested. The first is the traditional "small character roaming around a map from an overhead perspective". The second is the familiar *Dungeon Master* 3D maze type thing.

On the former you can see all

the surrounding area, although as the day wears on, it does get darker and your view does become more limited. The 3D view is very nicely done and comes complete with an auto mapper totally free of charge! This is invaluable if you're like me and can't find your way to the bathroom from the bedroom in broad daylight!

The view alters depending on your surroundings. For example, when you are in a city wandering around, you will be in 3D mode, but as soon as you leave the city or enter a building it will revert to overhead so you can move about the new location easily.

It is in the programming routines used in these two views that makes it obvious that Amberstar is a class product where no effort has been spared.

The scrolling is second to





This ornate gate leads out from the city to the cemetery where your parents are buried. It's not a nice place to visit at night though, when the souls of the departed begin to stir...

none and everything whizzes by smoothly and quickly. Not a hint of jerkiness in sight here. Sound too is more than ably catered for with good spot effects and the occasional sexy little tune to keep you amused.

As with all good games there has to be an ample quantity of fighting, blood and guts. As with everything else, the fighting here is performed easily and efficiently. The whole combat system works a treat and you can move each member of your party around to wherever you want and make them do whatever you choose.

## Magic game

Magic too plays a large part. Different classes of spellcaster (both black and white magicians) can be trained up. White magic is the good kind that heals people and the black stuff is the naughty kind that allows you to fry people on the spot. Six people can be recruited into your party and so it is important to get them all to the

**CHARACTER MENU**

**ATTRIBUTE**

STR	852/999
INT	852/999
DEX	852/999
SPE	852/999
CON	852/999
CHR	852/999
LUC	852/999
MAG	852/999

**SKILLS**

ATT	287/287
PAR	100/100
SHL	225/225
LLS	95/95
F-T	99/99
D-T	99/99
P-L	99/99
S-M	95/95
RMC	99/99
D-M	99/99

**LANGUAGES**

HUMAN

**CHARACTER INFO**

**HUMAN**  
NAME: HATCHA  
AGE: 18  
EP: 8  
LP: 894/894  
G: 88192 R: 8888  
S: 888 S: 888

**INVENTORY**

EXIT

At the beginning of the game, your attributes aren't up to that much. Only with experience and training will these increase enough for you to become a respected fighter.

higher levels if you want to continue deep into the game.

To sum everything up, *Amberstar* is without a doubt one of the easiest to get into, hassle-free games of its type. It is still extremely playable without a hard drive – something where one or two other unmentionables have fallen down recently. The quest is of such magnitude that once you're into it, there's no escape. You have been warned!

What's the last place you'd want to enter when wandering around a strange cemetery? Ah yes, a tomb of course. Who knows what will lie in wait on the other side of the walls.



**DEATH SCREEN**

THE BLUE GLOW AROUND YOU FROZES SLOWLY AND YOU SEE THE POWERLESS FORM OF HATCHA. WITH A HEAVY VOICE HE SAYS TO SPEAK.

“I WILL NO LONGER BE ABLE TO SAVE YOU IF YOU ARE IN DANGER. SO DO NOT RELY ON MY HELP AND TRY HARDER YOURSELF. GO NOW! YOU MUST COMPLETE YOUR TASK AND I MUST REST!”

Z2

That's it then. You're dead. Gone. Finished. Unless this charming old geezer decides you've been good enough to have a resurrection. Now wouldn't that be handy!

## ANALYSIS

Sack your girlfriends, turn off the omnibus edition of *Eldorado* and turn the chip pan down low. It's guaranteed you'll get hooked. It's a dream come true for RPG fans, especially if you have no hard drive. Sound, graphics and playability can't be faulted and the size of game isn't in question. You'll be playing this until the dragons come home. Get a life. Get *Amberstar*.

Paul.

**91%**





**MISSION:**

..GO TO LOCAL DEALER..

..REQUEST DEMONSTRATION..

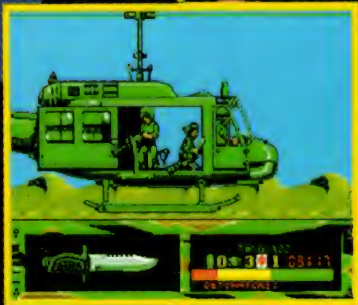
..GET..

**...FREE...  
..BADGE..**

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# BEAST 3

It's time to come out of the shadows for the final conflict...

Close quarter combat is not really advisable when confronted with a hoard of rampaging Neanderthals!

ARCADE ADV

Both of the previous *Shadow of the Beast* games were graphical treats and because of this fact alone, they have both been good selling titles. Sadly both were marred slightly by the playability – being too difficult by far.

*Beast 3* promises more of the same but this time certain areas have been tweaked to make it the best game in the series.

Whereas the two previous affairs were distinctly linear, where the whole thing could be completed without a break, this has distinct levels each with a different graphic style and full of devious puzzles for you to sweat over.

Each of the levels is also filled with many foes whose main aim in life is to harm you in any way possible. These can be killed



If only I had my trusty hound with me, he could

by throwing whatever weapon you are currently using, at them.

When you start, you are armed with a throwing star. This will cause plenty of damage to whatever gets in the way and will also cut ropes to help or hinder you.

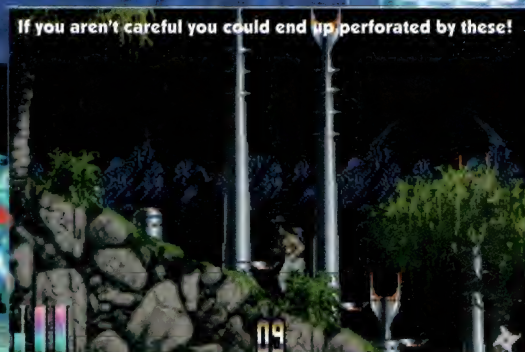
## Beastly instincts

A lot of the time you'll have to think before you shoot. Some things you can destroy are best left in their full form, so the best plan is to explore the surrounding area before acting on your instincts.

At the end of the first level you'll be confronted with this ugly red and rather big beastie intent on eating you!



If you aren't careful you could end up perforated by these!



This big beast is hungry for fresh meat which is probably why it's locked up. If you let it out, be sure to get out of the way quickly!



No, that isn't a barrel full of ale this beast is



# ACTION ACCOLADE



You would think that a big rough hero like me would be able to swim!



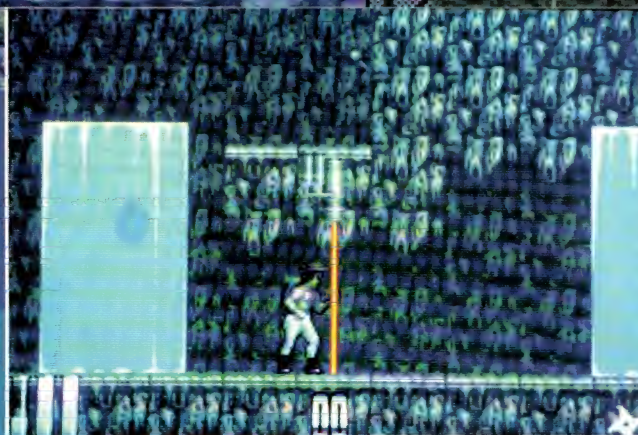
handle these skeletons brilliantly!

Fans of the previous two *Beasts* will be pleased to know that there are just as many levers and switches for you to mess about with. There is even a mechanism similar to the rock lifting section in *Beast 2*. Here you'll have three switches which operate a claw and the aim is to lift an object and move it to somewhere else. This is not as easy as it sounds!

This time around you are dressed in a typical adventurer's uniform, the style you'd normally expect to see Indiana Jones

wearing – only this hero doesn't have a fetish for whipping people!

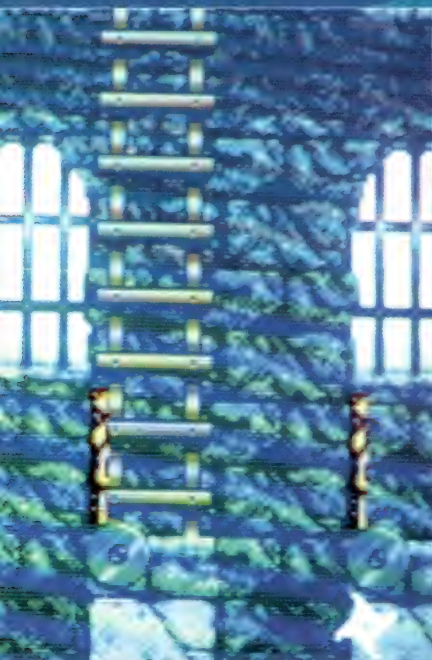
The way you lose or gain lives has also been improved. You have three chances to get it right which is shown on screen by three test tubes full of strangely coloured liquid. When one of these is empty you lose a life and get sent back to the last return point you passed, which is usually the start of the level.



Above: Plenty of Ice but no sign of Vanilla, thankfully. You must find some way of melting these very large chunks!



Whewee! This is far better than the avalanche ride at Blackpool!



holding. I'm hidden inside the thing!

## Animal magic

Graphically, this is fairly dull in colour but very atmospheric – the various enemies are well drawn and animated, and the scrolling is extremely smooth. The tunes are particularly impressive, speeding up as things get hectic.

The main criticism comes from the fact that there is a very small number of levels contained in the game. This however doesn't effect things so much, as the puzzles are very difficult to work out.

It will also probably take a few weeks, maybe months, of dedicated playing before you complete it, which has most definitely got to be a good sign!

It's great to see the *Shadow of the Beast* trilogy end on such a high note. A roar of congratulations for Reflections and Psygnosis!

## BEAST 3

**PUBLISHER:** Psygnosis  
**TEAM:** Reflections STBA

## ANALYSIS

Psygnosis have finally gotten back to their old selves. After *Aquaventura* I must say I wasn't really looking forward to this, but I have thankfully been proved totally wrong! Everything in *Beast 3* works tremendously, with the platform and adventure sections having an instant appeal. It's also just a dream to play. There can be no denying that this is one of the best games I've seen.

Brian.

91%



Being the age he is, poor old Cap Dynamo does need some help in taking to the skies. This is where the springs come in extremely handy!



# CAPTAIN DYNAMO

It isn't every day a game comes into the office with a 72 year old baddie! So when we found CodeMasters' latest in the post bag we were more than a little intrigued...

A short, sharp electrical shock is enough to stop even the most hardened Super Hero. They'll be frying tonight!





**H**aving reached the ripe old age of 72, the mad professor Austen Von Flyswatter has finally retired. However, this has caused an immense problem. His retirement home is on the moon and he is planning on taking the largest collection of diamonds in the world with him. Unfortunately, this fortune doesn't belong to him!

Enter stage right: Ernest P Dynamo, whose alter ego is the only man in the world who can save the day – Captain Dynamo!

Written by the same team who gave us *Bubble Dizzy* and *Prince of the Yolkfolk*, *Dynamo* is a platform game with the emphasis on fun. In all, there are six levels for you to battle through, all of them vertically scrolling, where the aim is to collect as many diamonds as possible and reach the top!

### Monster magic

The mission at hand is not easy. Every level is filled with traps and monsters, all of which will deprive Dynamo of one of his lives if they are touched. Fortunately, our hero can leap onto the monsters to kill them which gets rid of one problem immediately.

To further complicate matters, the platforms aren't all the same. Dynamo will have to negotiate his fair share of conveyor belts, springs and spikes as he attempts to reach new heights of excellence.

The start and end of each level is signified by a teleport booth. These can also be found lying around the levels and if you activate them, whenever you lose a valuable life you'll start again from this point. This makes progress through the game quick but not at a lightning pace!

### Dangerous ideas

Basically, this game gets most of its ideas from *Rick Dangerous* (one of my favourite games ever!). Graphically, it does have the edge over this classic but *Rick* is about three years old! *Captain Dynamo* is slower, thankfully, but not too sluggish (I thought a plug for *Steg* could be fitted in here somewhere!). This makes things more realistic as older people do move that little bit more slowly than the younger generation!

The levels contain all sorts of secret rooms and bonuses so even if you complete the game quickly, which is highly unlikely, you'll still have plenty to do – and that is worth eight quid of anyone's money if you ask me!

Controlling the Captain is so simple even my dog could handle it. If you've ever played the classic *Bombjack* you'll know the basics already!

To run left or right, you push the joystick in the appropriate direction, whereas the fire button will perform the jumps. If you push up on the joystick at the same time as jumping, you'll go that little bit higher into the air. This may sound a little difficult but after the first couple of games it becomes second nature!

If you are lucky and successful in the mission, you'll finally be able to rest in the Happyvale Home for the Elderly, until another day...



## ANALYSIS

The graphics in *Captain Dynamo* are superb. Some full-price titles don't achieve the visual appearance of this game. Soundwise, this could have done with the option to have spot effects instead of a tune but as it is, the music isn't all that bad. This is a very playable and enjoyable romp. If you have eight quid in your pocket, you should purchase this immediately!

Brian.

# 86%



Lives are in short supply so when you see an extra, the temptation is to go for it. This one isn't worth the hassle as you will die trying.

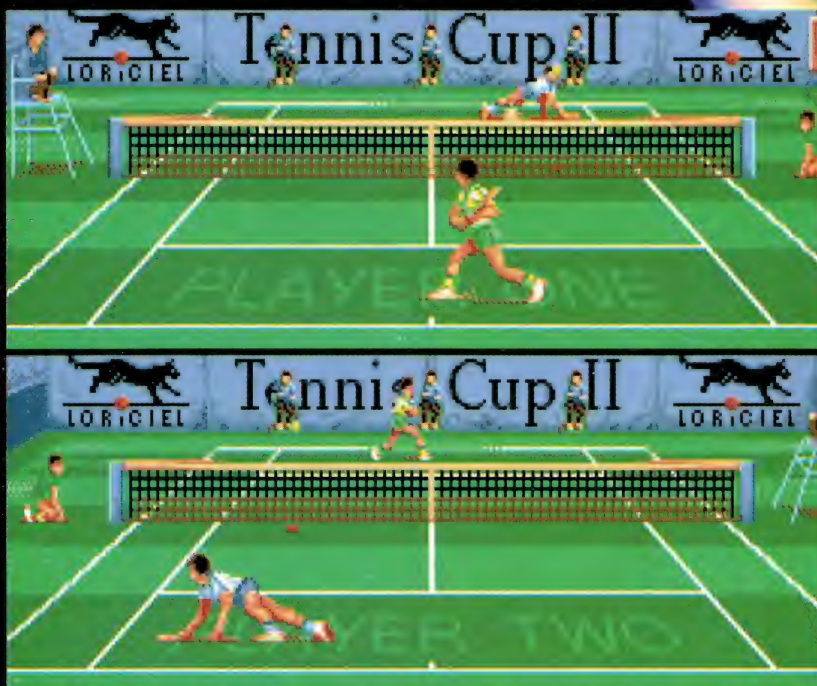
## CAPTAIN DYNAMO

**PUBLISHER:** CodeMasters

**TEAM:** Derek Leigh-Gilchrist **£7.99**

Whewee! This is fun. Certain areas of the levels can only be passed using a mechanical winch system. Don't fall off as there are some rather nasty spikes below – you wouldn't want a perforated backside, now would you?





It may look confusing, but a split screen view is particularly handy in two player mode. You half expect a Lotus to come whizzing by!



A quick handshake before the match is the friendliest it gets.

# TENNIS

**Will this be bigger than Steffi Graf's nose or fall into the depths of her training shoes?**



While your partner feebly flails at the ball, you are perfectly positioned on the baseline to cover his error. Or so he thinks.

Isn't tennis a fantastic sport? Oh yes it is! Full of action, athleticism and furry green things that whizz by at blinding speeds, tennis is a pleasure to watch and play.

But no longer do you have to buy tickets at extortionate prices or over-exert yourself at your local sports centre. Instead, pull up a seat and give *Tennis Cup 2* a try.

Gimme some glory, you demand. Well, the fame and fortune is certainly possible if you can win the US Open, Wimbledon or any other Grand Slam tournament. Otherwise, you'll have to settle for the lesser known titles.

## Rich man's world

So how do you set about earning some pretty serious money, as well as improving your ATP ranking? Firstly, hit a few practice shots by making use of the automatic ball server. Then head on into the big time to battle with the top seeds.

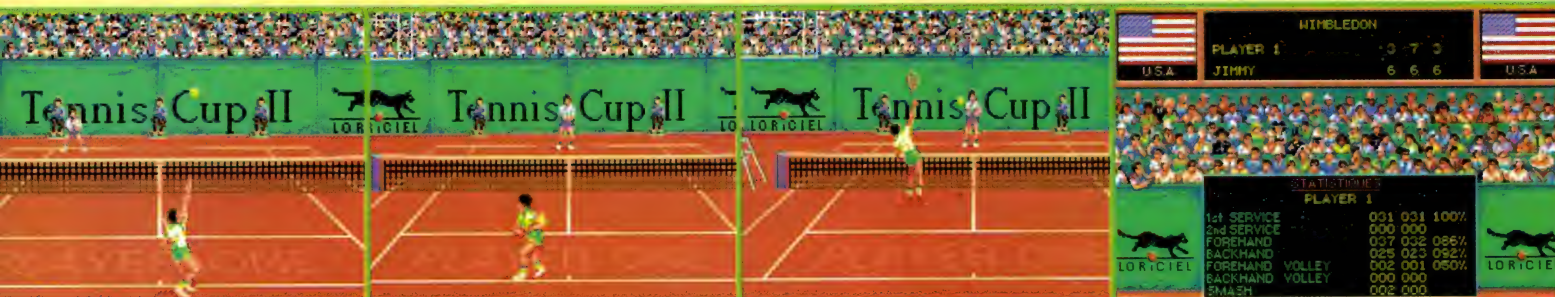
On court, combining the eight possible directions of your joystick with the firebutton, gives you the

chance to go for a variety of shots, from directed serves to drives, and from violent volleys to attacking or defensive lobs.

You can play singles or doubles matches where your team-mate is controlled either by the computer or by a human. One problem is that your partner



# Leconte's beating me!



Tossing the ball high, the match gets under way. Ram it home, boy.

Fast foot adjustment enables you to send a low backhand drive.

There are tense moments as you approach the net to smash for the point.

After all that, you lose. Examine the stats to learn your weaknesses.

SPORTS

# CUP

has an annoying tendency to go for balls you had covered, causing you to swipe, miss and make a fool of yourself. Next time, it won't be the ball you're aiming for!

The various court surfaces are supposed to affect the ball's speed and momentum, but you'll hardly notice the difference which is a bit of a common problem with computerised tennis games. Appropriately coloured ground is the only thing you'll notice but that's not exactly interesting, is it?

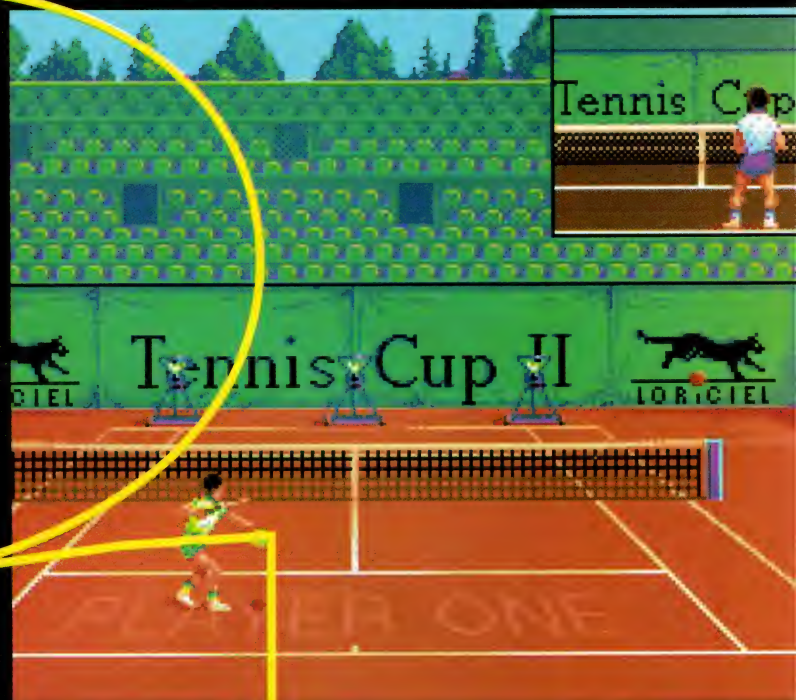
I can't forget to mention the speech. Upon earning or losing a point, the umpire calls out the score in a tone more suited to a Speak And Spell machine. You half expect to hear "C - A - T... cat. Correct." Aaagh! Be quiet!

There are a few additional frills without thrills, resulting in what is simply just another tennis game that doesn't come close to competing with Ubi Soft's *Pro Tennis Tour 2*. Just for the record - yes, the sequel is a marginal improvement over the original but not enough to warrant you going out of your way to own both.

## GRAF FAX

Did you know:

- Steffi Graf's legs are so gorgeous, she has two of them!
- A newspaper recently snapped the sex goddess sunbathing nude in her back garden.
- Contrary to what people say, her nose is less than 30cms long.
- She's German but we forgive her. (Don't mention the war.)
- Steffi is not going out with Boris Becker.



Three machines firing tennis balls at you is not what you had in mind for a practise session. Quick - duck!

## TENNIS CUP 2

**PUBLISHER:** Loricel

**TEAM:** Dominique Bedel **£25.99**

## ANALYSIS

It's not as good as *Pro Tennis 2*, mainly suffering from poor ball against racquet detection. On top of this, your player doesn't swing his arm fast enough, allowing balls to trundle by annoyingly due to no fault of your own reactions. *Pro Tennis 2* forces *Tennis Cup 2* into the dimly-lit shadows of sporting software, and even the two player option does little to enhance its appeal.

Alan.

**69%**



# BATTLE

## Battle against the evil Dark Queen in this toadacious new game...

**F**ans of green screen heroes – beware! *Hoi's* just a boy, *Turtles* are soup material and the *Cool Croc Twins* – well, Italian shoes are too good for them. Instead, meet the all-new *Battletoads*!

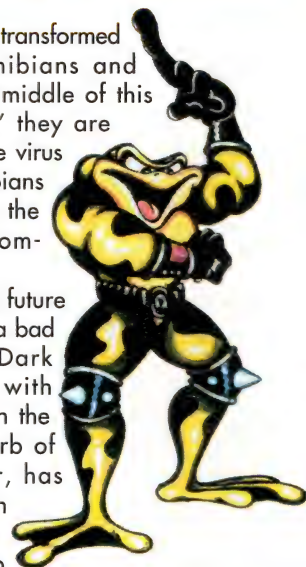
The toads start out as (it says on the box) "Three young All-American video

testers". If you think this is a strange way for water-dwelling creatures to spend their time, then you would be right. These testers are normal until they come across a new game called *Battletoads*, infected with a computer virus by the dodgy Silas J. Volkmore. Before they can say, "Well lads,

we're about to be transformed into slimy amphibians and dumped into the middle of this computer game," they are transformed by the virus into slimy amphibians and dumped into the middle of the computer game.

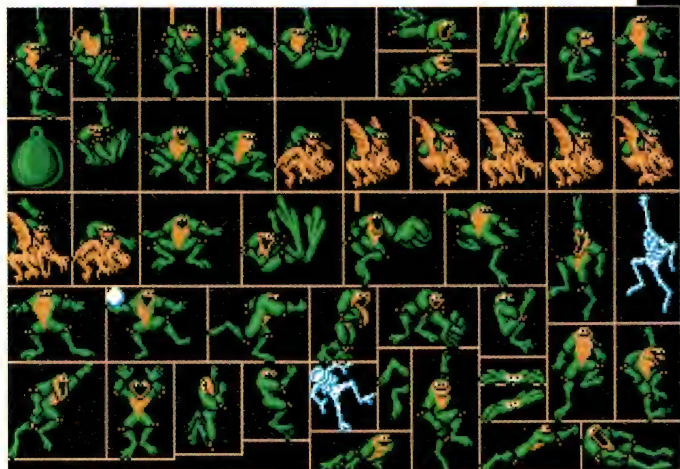
It's the distant future and things are in a bad way. The evil Dark Queen, fed up with looking fetching in the standard evil garb of wet-look leather, has decided to go in for some home improvements. To most people, this would mean knocking down a wall and extending the garage, but as the Queen is possessed by a megalomaniacal desire for power, she has decided her home would look a great deal nicer with the Terran Corporate Throne in her living room.

Since the standard way for evil queens





# TOADS

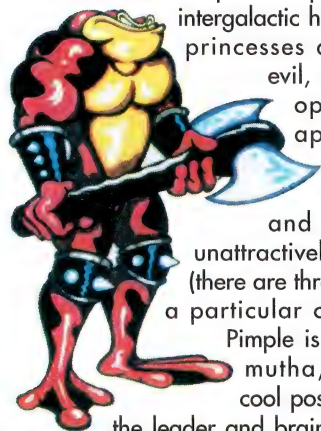


Mindscape are not scrimping on those extra effects which can help to turn a good game into a great one. Will *Battletoads* be that good?

to acquire this is by laying waste to a star system or two and kidnapping (God knows why) a beautiful blonde princess, this is what she does.

## Croaked it

Enter our new heroes, the Battletoads. It's a usual job requirement for intergalactic heroes to rescue princesses and vanquish evil, so spotting an opening, they apply and set about the task with a croak and gusto. Each unattractively-named toad (there are three of them) has a particular characteristic.

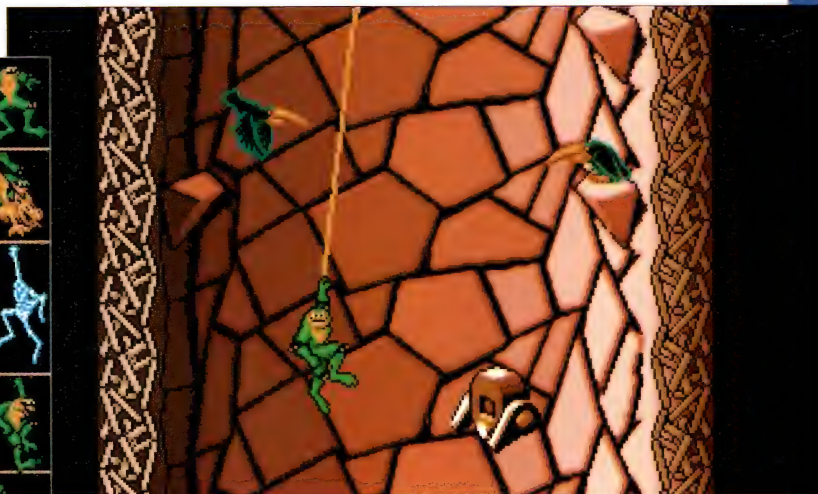


Pimple is the big stupid mutha, Rash is the cool poseur and Zitz is the leader and brainbox. And with

a depth of characterisation like that, how can they fail?!

It plays a bit like the arcade version of the *Turtles*, except here you are bashing the Dark Queen's rodent armies (led by the deeply unattractive Blag). Mindscape have been influenced by several cartoon types - the *Turtles* (obviously) and the *Ghostbusters* (as in the chasm section).

You can race about in your Toadster 'til your heart's content, vanquishing evil, and that can't be bad! Expect to see *Battletoads* soon.



Here I am, swinging about on this rope, in the middle of nowhere, dressed as a frog. What a day.



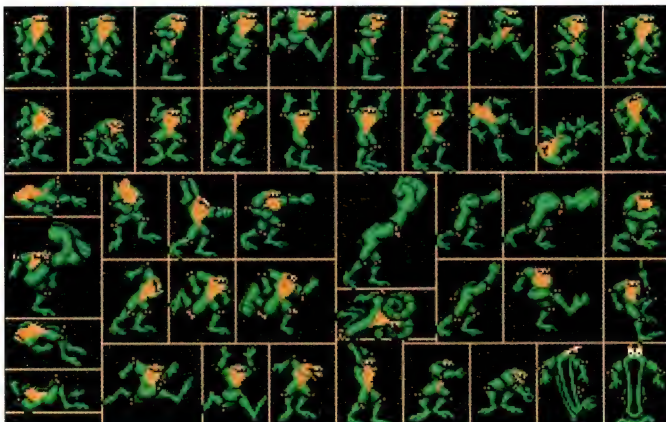
## PROJECT: Battletoads

HOUSE: Mindscape RELEASE: TBA

TEAM: In House PRICE: TBA

COMMENTS: It's a bit early to judge the quality of this game, but what we have seen so far looks promising. Although some aspects of the game may seem a little unoriginal (the *Turtles* are a strong influence both play and character-wise), it has been carried off with wit and some style. Indeed, the SNES and Mastersystem versions have been hailed by many as one of the best games ever. If the Amiga version can scale (!) these heights, Mindscape will be having a very happy christmas.

INSPECTED BY: Nick



The *Battletoads* sprites. As you can see, Mindscape expect to have them nicely animated!



# NO SECOND PRIZE

Get on your bike and claim a prize with this new Thalion Stallion...

As a racing game of this style, you're bound to have plenty of reservations concerning speed and smoothness. Past efforts haven't been particularly satisfactory and Domark's *Drivin'* series highlight the problems.

However, Thalion are new to this

approach and it is their freshness and positive attitude that is bringing success to *No Second Prize*. It's ultra smooth and swift, demonstrating what really can be accomplished when you put your mind to it.

Tackle each stage under mouse or joystick control, and take time to notice the detail level of the bikes – quite uniquely, riders are clearly defined and the two-wheeled wonders are also beautifully depicted.

Although only a single player mode is available at the moment, discussions are under way regarding a possible split-screen or link-up two player option. It seems unlikely because this would mean speed sacrifices but hey, we can all hope!



Being in third position is not bad for your first race. It'll probably all change when you enter into the first sharp corner on the course!

*No Second Prize* has been flitting around Thalion's development department for nearly two years. Their commitment to producing a motorbike racing game to puff exhaust fumes over all others is obvious.

Committing myself, I would say *No Second Prize* is going to overtake *Red Zone*, *Team Suzuki*, and leave *Drivin'* on the starting grid. This isn't over-eagerness on my part – it really seems to be that good.



Something tells me that zipping through a field isn't exactly what you're supposed to do. Try the grey section with white lines down the middle.



It seems the TV camera crew in the helicopter have a desire to join the race. Either that or they think they're approaching Heathrow for landing.



The viewpoint is from on the seat and behind the dashboard. The dashboard's a little 'square' at present, but changes are likely to be made.

## PROJECT: No Second Prize

HOUSE: Thalion

RELEASE: Dec '92

TEAM: In House

PRICE: TBA

**COMMENTS:** Silky smooth and sleek, *No Second Prize* will surely place all other vector graphic racing games into the bowels of shame and embarrassment. If the two player option is implemented, this will contend with and comfortably beat its past and present rivals. Not the typical Thalion type of game but one that will help them make their mark even more distinctly. Let's hope the next few months in the pits produces the playability to match the high quality of the graphics.

INSPECTED BY: Alan





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# OUTLANDER

## How outlandish can Mindscape get in their new release?

**W**hat happened to the gentle, timid games that us pacifist reviewers used to enjoy? You know – *Pssst*, *Scrabble*, that sort of thing. I think the whole games industry went hyper-violent when *Missile Command* hit the arcades, where you had to stop incoming nuclear missiles from frying half a city.

Well, it's 1992 now, and Mindscape have announced *Outlander*, a game proudly touted as 'an aggressive action driving adventure' with 'horizontal scrolling beat'em-up sequences'. Flower arrangers amongst you are in for a tough Christmas...

Before your trigger fingers twitch too much, I'd better tell you about the game. Set in the not too distant future, the world has been ravaged after a biological weapons

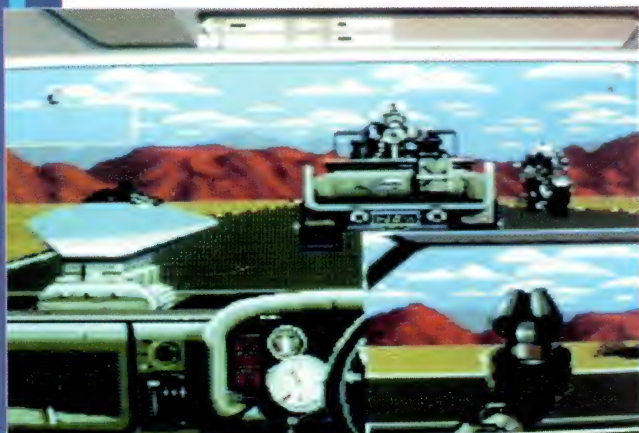
experiment went disastrously wrong.

### Wastoid city

Since psychopathic megalomaniacs are never happy with merely annihilating half a planet, a bunch of them have got together in their penal colony (called the Wasteland) and kidnapped a scientist. They intend to force him to make an even more apocalyptic weapon to ransom the rest of the planet, and thus ruin everyone's day yet again.

The surviving half of the planet, understandably fed up with being wiped out, decide something needs to be done, and so they turn to you, a mercenary with a bad attitude and a penchant for wearing studded leather dogcollars. Can you crash into the Wasteland and save the scientist? Only a twelve-bore shotgun can tell.

Boasting some rather excellent graphics, *Outlander* looks set to be a very exciting driving beat'em-up game, full of blood and guts and a bit of mayhem. It should be available on release around November. Just in time for Christmas day, I think...



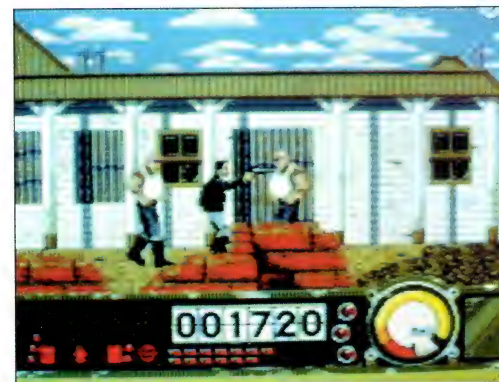
Oh, what a lovely day. The sun is shining, my roof is down, and half a dozen Wastoids are on my tail. Marvellous.



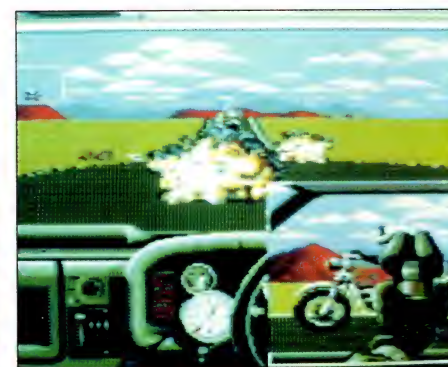
Hmmm... I must confess that whenever someone points a gun at me, I tend to lose my rag. Time to turn this bad guy into dog food.



What's that? Can I hear the whistling bit from 'The Good, the Bad and the Ugly' in my ears? Well, a man's gotta do etc etc...



Here I am, in the beat'em-up section. There's nothing better than a quick round of breaking and entering before dinner.



Time to show these boys that I'm no push over. Eat lead, mutant fiends. (You know, there certainly are some advantages to being a ruthless git.)

### PROJECT: Outlander

HOUSE: Mindscape RELEASE: Nov '92

TEAM: In House PRICE: TBA

COMMENTS: It's a bit too early to tell exactly how the game is going to play at this moment, but from what we have seen, it looks as though it will be something worth saving up for Christmas. Although the Festive Season is supposed to be a time of peace and gluttonous reflection, those of you who get tired of sitting around the Christmas tree looking nice can be rest assured there'll be some serious violence to look forward to on boxing day. And I'm not talking about the family argument.

INSPECTED BY: Nick



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# SILLY PUTTY



**Bend it, stretch it or do anything you want to it – that's Silly Putty for you!**

include a punch and the ability to make yourself flatter than a blow-up globe at a Flat Earther's conference.

Spreading yourself like this can also be used to absorb enemies, special items and robots. Some of the enemies you absorb will then allow you to take their form for a short time to use their powers. This is one of the highly original aspects of the game and on top of this, some of these "power ups" are witty to watch.

## Absorbing action

Putty can and does take a certain amount of enemy bullets before he dies, and exactly how far away from death he is can be read on the Pliability scale, at the top of the screen. You can gain back some energy by simply absorbing a few of the correct enemies!

So how do you go about protecting the robots? Well, to begin with, you simply have to absorb one and then release it next to the exit at the top. This soon gets tougher as the robots start to get mobile. When this happens, you'll have to clear a path to the bottom exit so that they cannot be harmed on the way down.

The robots have a mind of their own when you reach this point of the game. You can halt their movements by dropping a cup of coffee on the ground; the next robot to cross that point will then stop and drink the contents of the cup.

It is features like these that give the game its charm. Is it enough though to make it stand out from the crowd? We'll let you know exactly how good the game is in next month's full review!

**A**fter the brilliant *Myth*, System 3 are about to unleash a very strange mixture of games wrapped up in one little bundle called *Silly Putty*. Basically, this is a platform, puzzle and strategy number full of general stupidity and fun.

You control a small blue blob of putty whose job at hand is to rescue a set number of robots from each level of the game. The overall mission is to get up to Putty moon and stop an evil wizard from turning all your malleable friends into bubble gum. This is achieved by climbing many construction sites, avoiding the nasties, and generally being all-round squishy.

## Zone warrior

The construction sites are found in many different graphical zones, each with a unique appearance. Each of these zones will also have a number of enemies for you to contend with. The amount of memory taken up by the graphics alone is phenomenal, so you can look forward to a nice looking game, if nothing else!

Being a shapeless blob, you can stretch yourself across vast gaps to reach more platforms – this is a whole lot easier than jumping and also much quicker. The moves you can perform to deal with enemies also

The aim of this level is to smash open the frozen robots with your fist and carry the robot up to the alien space craft at the top. While carrying a robot, you mustn't get hit that often by the enemies, so you'll have to be very careful as you near your goal.





## PROJECT: Silly Putty

HOUSE: System 3

RELEASE: Oct '92

TEAM: In House

PRICE: £25.99

### COMMENTS:

When you only release two or three games a year, you have to make sure the ones you do launch are of a decent quality and it certainly looks like System 3 are keeping to this rule. *Silly Putty* is fun to play and as addictive as a large pepperoni pizza. Presentation-wise, I can't find a single fault. At the moment the controls are a little too unresponsive for my liking. This was a problem with *Myth* as well but that didn't totally ruin that game. However, let's hope they iron it out for the final release!

INSPECTED BY: Brian



# MOTORHEAD

Sex, drugs, vomit, rock and roll. It's all here courtesy of Virgin Games...



I live a chequered life... Things are looking a bit too flipping hectic for my liking. I mean, this whole idea of eating sushi until I puke. What a life...



Here I am getting ravaged by a bevvy of Motorhead groupies. It certainly makes up for the sushi eating section, I can tell you!

**B**asing a game around Lemmy and his exploits has got to be one of the most ambitious game ideas in history. So what kind of game do you go about designing? A joystick waggler to try and throw up as much vomit as possible? A band management game?

If you are thinking along the lines of a beat'em-up then you're on the same wavelength as Virgin.

In the game you control Lemmy as he roams around various levels inspired by a certain style of music (rap, reggae and techno for instance). The aim is to rescue all your band members who have been kidnapped and this is done by punching and kicking the various foes that you meet.

Between each of the levels there will be some sub games that take on particularly vile objectives. For instance there is the Slap-a-Sushi where the aim is to basically eat sushi until you reach chunder point. You get the general idea!

Graphically things look very cartoony in



Hmmm... There are certainly a fair few dodgy characters in the music business. Whaddya mean Heavy Metal has more than most?

style with humorous animations and well-drawn backgrounds. Each of the levels is instantly recognisable as cool kids wander around in dark shades, wearing their clothes backwards – you can tell that it is the rap section you're in!

The main problem I can see is that the game is similar to the *Double Dragon/Final Fight* type beat'em-up and there hasn't been a decent game like that on the Amiga to date (apart from *Golden Axe*). However, from what I've seen I'm pretty confident that Virgin can pull off a game worth playing, out of the tired genre.



Goodness knows what's going on here! Perhaps I'm feeling a bit groggy after that multiple sushi barf up. Stranger things have happened...

## PROJECT: Motorhead

HOUSE: Virgin

RELEASE: Sept '92

TEAM: Kaitic

PRICE: £25.99

**COMMENTS:** Following the exploits of Lemmy will certainly have its novelty value but whether the game will be any good remains to be seen. Virgin's track record with beat'em-ups is thankfully a good one as they produced *Golden Axe*. As the game is being programmed by a team that none of us here at Amiga Action have heard of before, we cannot be sure how good the game will be. Whether fans of the group will go for it is another matter, but look out for a full review in the next issue!

**INSPECTED BY:** Brian





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# ABANDONED PLACES TWO

**W**hile the very first *Abandoned Places* hit a barrier of bad luck (with the original publishers, Electronic Zoo, succumbing to the crucifying financial climate of today), the Hungarian development team responsible were already deep into planning a sequel.

Jumping to the rescue, like a polka to an Eastern European party, came ICE, a newly formed company itching for a game to make their name big, big, big and on a par with Ocean, EA, and so on.

It is claimed *Abandoned Places Two* is going to be 'the biggest advancement in role-playing games', and it certainly does have a streak of masterful programming.

Consisting of 32 dungeon levels as well as an outer world, there are enough puzzles to send even Rubik around the bend. Not only that, but beware of an army of enemy monsters; over 60 different creatures exist, all intent on giving you a passport to heaven.

For those who own the original game, your characters can be saved and then

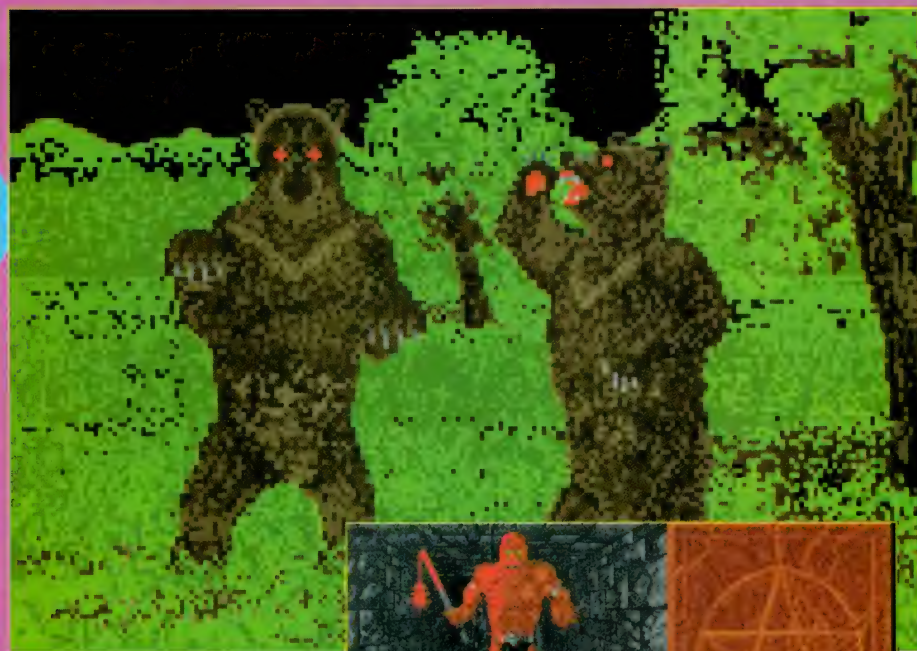


"Er, excuse me Mr Bad Guy. Do you realise there's a group of sparkling green stars following you?"

restored to the follow-up. Therefore, your existing might and magic need not be wasted should you decide on another investment into this small series.

And there's more! The quality of the graphics has been significantly improved in the sequel, while the array of spells at your fingertips has increased, too. This all leads to a title that ICE are convinced will be 'the role-playing game of the Decade'. But then, they would say that! Time will certainly tell - we can't wait!

**Rapidly thawing out into a couple of promising games are ICE's *Abandoned Places Two* and the lesser known *Fatal Strokes*. Will they melt our hearts or be placed back into deep freeze?**



**Above:** Even the bears like to relax with a little dancing now and again. Don't think much of their outfits, though.

**Right:** This is where you throw rotten tomatoes at the enemy. Look at those juices dribbling down his arm. Yeuch.



**Watch out!** The killer trees are on the loose. Where's the paraffin and matches, or my pet woodpecker?





Left: This looks like a creation of the Dutch artist, Hieronymus Bosch. You didn't know I was an art critic, did you?

Here we see what happens when you cross-breed sheep with cats and headless dogs. I don't think they'll catch on.

# FATAL STROKES



Eat too much chocolate when you're young, and this is what happens – you sprout wings and turn a brown colour.



Even the stars of *Little House On The Prairie* make an appearance now and again.



Can you guess which one had Ready Brek this morning? It's a good thing he didn't have his Weetabix too!

Wow, what an adversary! It's the infamous Chinaman in a pantomime fish who's out to give you a battering.



The closest anyone has ever come to incorporating the works of famous artists is probably *Moonstrike* on the Spectrum, where you had to shoot the head off the Mona Lisa. Now all you colour crazy, paintbrush pansies have the chance to experience art on the computer one more time.

In this arcade adventure caper, you must explore the land for various paints in order to create killer spells which will enable you to progress through the stages.

## A load of Bosch

However, your enemies aren't the typical sword wielding goblins or hot-headed dragons. Instead, prepare to face the creations of Bosch, Seurat and Poussin – real life artists from times long gone.

Don't be disappointed when you fail to see a rampant horse and cart, a French woman with a sort of smile or a cackling geezer in a Butlins-like uniform. Those famous artists have nothing to do with *Fatal Strokes*!

Described by ICE as being, 'Very new and very different but maybe how the original painters would have programmed had they had access to computers,' you

instantly realise what utter tosh they're talking. That aside, *Fatal Strokes* could prove to be more radical than any game you've played before.

You'll have to wait a month or so to discover the game for yourself but don't worry, the artists who've been used for inspiration have had to wait a couple of hundred years for this immortalisation, so what kind of problem is a few weeks going to be?

**PROJECT:** Abandoned Places Two  
**Fatal Strokes**

**HOUSE:** ICE

**RELEASE:** Oct '92

**TEAM:** Varied

**PRICE:** £25.99

**COMMENTS:** While *Abandoned Places Two* is clearly an improvement over the first and will no doubt rate as one of this year's top RPGs, *Fatal Strokes* strikes me as a game that won't make much impact. *AP Two* already has a successful formula to expand upon and will undoubtedly do so to an admirable degree. However, the curious *Fatal Strokes* is trying to present itself as original and ambitious, visually failing to impress up to now. I can't see the last stages of development taking a new direction.

**INSPECTED BY:** Alan





Fly low as you roar through the valleys. This enables you to creep up on enemy installations as radar detection is made so much more difficult at low altitude.



This is the life. When the sun's out and the birds are singing, just jump in your gunship and go for a cruise. Look at that view - isn't it grand?

No, you've not quite got the hang of it yet, Mr Jones. You must pull back on the stick to fly over hills, ease off the throttle... Mr Jones... Mr Jones!

**W**hen the original *Gunship* chattered and chopped onto our screens back in the late Eighties, computer fanatics fell head over heels to try and get a copy. The same chaotic excitement is soon to strike again as MicroProse prepare to send forth *Gunship 2000*.

While the first *Gunship* featured the AH-64A Apache attack helicopter, *Gunship 2000* allows you to sit in the cockpit of five whirlybirds during one mission. Choose from a selection of seven but you are restricted to take only three types of plane in the air in a go.

MicroProse promise a spectacular sequel, commenting: "The incredible interest we've seen in *Gunship* over the years encouraged us to use the technology and experience we've gained since its release four years ago, to create a product several years ahead of any other title on the market."

Already available on the PC, some of you may already be aware of *Gunship 2000*'s features. For example, guide a scout chopper to the brow of a hillside or mountain and operate the camera on top of the rotor to peer over, thus preventing yourself from being spotted. Target your cam-



# GUNS

## It's big and tough but no match for Rambo!

era on an enemy unit, take control of another helicopter and use this one to home in and destroy the target in a swift sweep of destruction. Very neat and very effective, we'd say.

The game is also reputed to include the soviet top-secret helicopter - the dreaded "Hokum". This chopper has more technological hardware and firepower than any western gunship! Believe us when

we say this mother is deadly as only the most skilled pilots will go head to head with this formidable enemy.

Imagine the fun you'll have hiding directly behind an old farmhouse waiting for a convoy of trucks carrying the latest shipment of drugs destined for America to pass. As they move by the ruined farm, simply hover 20 foot in the air, lock on and blow those evil geezers away!

### Test piloted

MicroProse have taken the tried and tested formula of flight sims not one, but two steps forward with this brilliant helicopter sim, and loadsa new features are packed on the disks. A superb game where only efficient electronics, modern hardware and good pilot skill will decide if you live or die - it's



Destroy ground targets such as buildings, tanks, and a large array of other enemy artillery. Your gunship's firepower is a pleasure to unleash!



The cockpit of the gunship you're flying will take some time to learn and understand. But your patience will be well rewarded.



And here we see you heading over the Manchester Ship Canal with its usual collection of radioactive fungi and 'orrible niffs and pongs.

# HIP 2000

East meets West in a modern day electronic cat and mouse battle.

The action is based around Central Europe and the Persian Gulf. MicroProse explain further: "Options include training, single and multiple helicopter missions, and the campaign game with a map showing the ebb and flow of battle. The simulation also offers a 'mission builder' which allows the player to design, edit and save missions, for later use.

"Realistic landscapes have been created by a new development system called

Topographical 3-D graphics that generates terrain with depressions like river banks and valleys as well as elevations such as mountains and buildings."

Gunship 2000 is sure to be an improvement over the first Gunship, and will no doubt out-gun Core's commendable Thunderhawk. As helicopter action simulators go, Gunship 2000 could well be remembered and loved until well into the next century.

Expect to see Gunship 2000 on release sometime in November.

**PROJECT: Gunship 2000**

**HOUSE: MicroProse** **RELEASE: Nov '92**

**TEAM: MPS Labs** **PRICE: TBA**

**COMMENTS:** I'm surprised *Gunship 2000* has taken so long to convert to the Amiga from the PC. It's been so successful on the other format that I've been praying for this and now the Lord has given me a reason to live. (Steady on! - Ed.) There's nothing wrong with a little exaggeration! Packed full of features and with such a good basis to develop from, *Gunship 2000* is sure to lift flight sims to a new and much higher altitude - the sky has no limits for MicroProse. The flak will fly come November!

**INSPECTED BY: Alan**



# KICK OFF

## Is the most playable football game ever about to get better?

In order to create something new and complete in every sense, *KO2* has been rewritten. This instantly sounds a very adventurous and risky move, but nobody is more aware of this than Dino Dini.

A lot of thought and consideration has been put into *KO3*. The result is one you may be surprised at, because we certainly were! Where we expected *KO2* with a few

additional touches here and there, we witnessed a somewhat radical *Kick Off* transformation.

No longer are there tiny sprites but, instead, chunky players resembling a squad of Gazzas. And not only can you play on a vertically scrolling pitch but now it's possible to hoof the ball from left to right.

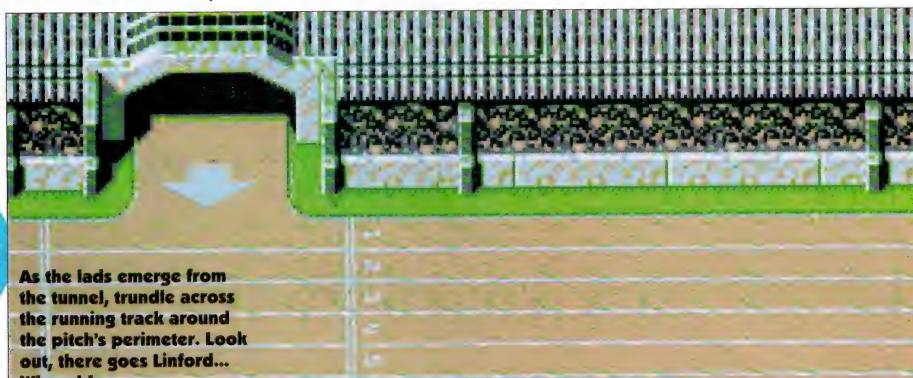
Emphasis has been directed at the

players' running speed. When you take control of someone, their dash is quite slow but as you keep pressing on up the field, their speed increases.

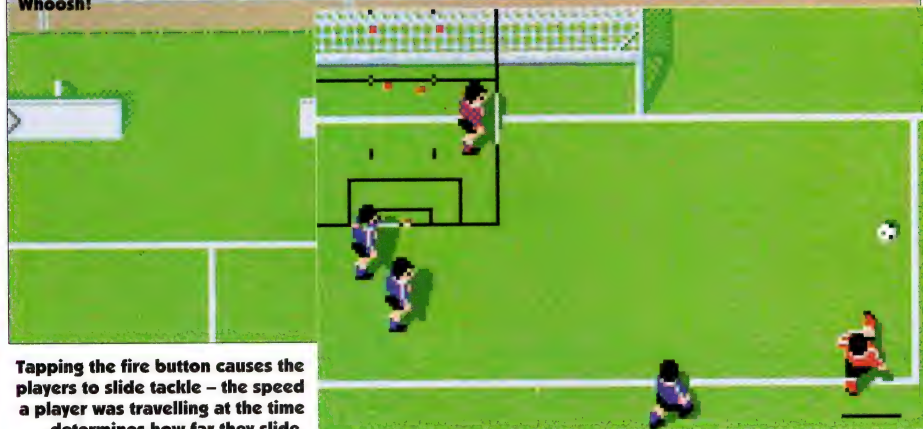
### Do the twist

The faster you go, the harder it is to turn and twist with the ball. Supposedly, the acceleration of the men and how it affects ball control simulates realism – whether this enhances the playability is a question I'll let you decide for now.

The other main feature occurs when you are about to take a throw-in or corner. Similarly to *Striker*, you can manipulate a



As the lads emerge from the tunnel, trundle across the running track around the pitch's perimeter. Look out, there goes Linford... Whoosh!



Tapping the fire button causes the players to slide tackle – the speed a player was travelling at the time determines how far they slide.



Alter the length and height of the throw-in by shifting the joystick. Note how the scanner shows player numbers if so desired.



Manoeuvring the joystick designates a number of men to the wall and allows you to position them to an exact position in front of the goal.





A bird's eye view quickly zooms in once the corner has been taken. Again, the dotted trajectory line is used and to good effect. It should help you keep track of what's going on.

trajectory line to determine where you want to send the ball which proves more accurate than the existing KO2 system.

Also, you are shown a more overall view of the goal area when taking corners. As you launch the ball into play, the perspective switches back to the usual one where you can only see a small play area.

KO3 does away with the annoying and unplayable pitch conditions such as plastic, icy, bumpy, and so on. Only the four best surfaces will be included: soggy, normal, wet, and Wembley (Wembley can be found on the *Final Whistle* data disk).

## Wind and rain

It is expected that the option of wind will remain but to a lesser degree than its illustrious predecessors.

This should mean the wind won't exceed strengths of up to 3 or 4 metres per second, allowing you to stay in control of the ball at all

The ball's lofted high into the air! And it's good to see that a quarter of your squad has the penalty spot tightly marked.



Barging through the midfield, you can knock the slower running players to the ground without giving away a free kick. Keep going, son!



The glorious green goalmouth of the horizontally constructed pitch. Someone forget to tell you that we're away from home today.

times without the interference of howling North Sea gales.

*Kick Off 3* is destined for a review in next month's issue. Will it be an improvement over KO2? How will Striker compare and are the similarities a bonus enhancement or a bad mistake? And, more significantly, where will *Sensible Soccer* fit into the picture? You only need to wait thirty more days in order to find out the answers to these incredibly important questions!



Above: Since they last appeared, the *Kick Off* players having been eating half a dozen meals every day and sleeping in a Gro-bag.

## PROJECT: Kick Off 3

HOUSE: Anco

RELEASE: TBA

TEAM: Dino Dini

PRICE: £25.99

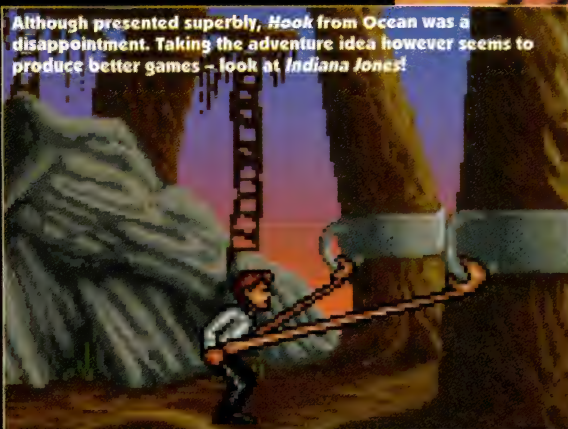
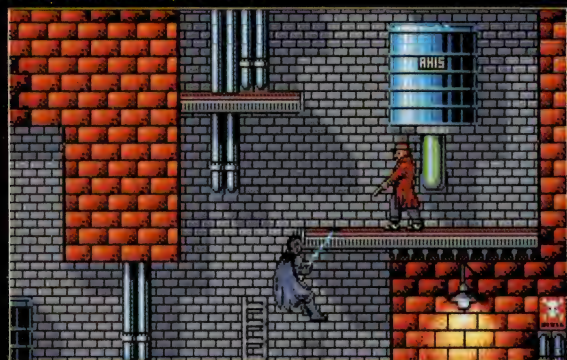
**COMMENTS:** It seems so different to KO2 that I really don't want to commit myself just yet. KO3 needs some adjusting to if you intend exploiting its full potential, especially after having played KO2 for so long. With a few more touches to be added and a little tweaking to be done, the finished KO3 will be intriguing to see and no doubt cause a stir. Seeing as KO2 has yet to be bettered after so long, Dino Dini must firmly seize the challenge he, himself, has set to produce yet another best-seller.

INSPECTED BY: Alan





Ocean's conversion of *Batman* was undoubtedly the best movie conversion of the time. It combined platform and racing elements perfectly and it has the fastest road routine this side of *Lotus*!



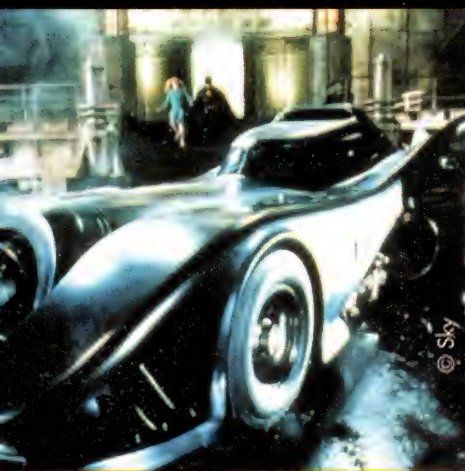
Although presented superbly, *Hook* from Ocean was a disappointment. Taking the adventure idea however seems to produce better games – look at *Indiana Jones*!

From *Plan 9* to *Lethal Weapon*, films are and always have been a good source of computer game material. But what is the story behind the success of such titles? Should companies produce games of films?

If you had wandered into an amusement arcade in 1983 you'd have been witness to history for you'd have probably found the first ever game of a film lurking in there. This was the

conversion of *Star Wars* from Atari games and it was an instant success, proving that films could make highly addictive games.

It was many years before *Star Wars* made it into the home, courtesy of Domark and it probably ranks as the most accurate arcade conversion of all time. In it you controlled an X-Wing fighter in an assault against the Empire's monstrous Death Star. Conversions of the film's two sequels soon followed.



## FILM FAX

Tom Selleck was the first choice to play *Indiana Jones* but he turned down the part in favour of playing TV detective *Magnum P.I.* The fool!

# PICT IN M

## Do games houses have a film license to kill, or do they write rip-offs?

The question on most people's lips seems to be: What type of film makes a good game? It seems you can make a game out of just about anything, although the action genre does take up over 50% of the titles – *Total Recall* and

*Predator* being good examples.

Some seemingly impossible films have been converted, for instance Gremlin's *Plan 9 From Outer Space*. This was a risky move given the film was awarded the Golden Turkey for the worst



*Predator 2* is a good example of your typical movie conversion. This could have been called anything but the license ensured sales.





The best of Domark's series of James Bond licenses was *The Spy Who Loved Me*. This was due to the fact that it was at least bearable!

## FILM FAX

*Terminator 2* was the first ever movie to cost a studio over \$100 million. This rather risky move paid off however as the film has gone on to become the 13th biggest film of all time!

The *Turtles* game wasn't really connected to the movie but is a very good example of how a good name will sell an awful game.



# URES OTION

movie ever made.

Oscar winning movies are also a good source for game material – within reason. I mean, can you see a game being released based on *Dances With Wolves*? *Platoon*, *The Untouchables* and *The Godfather* are all highly respected films with enough of a following to warrant good sales. The games produced were all, with the exception of one, very good for the time and still worth a look now.

## Robo-Flop

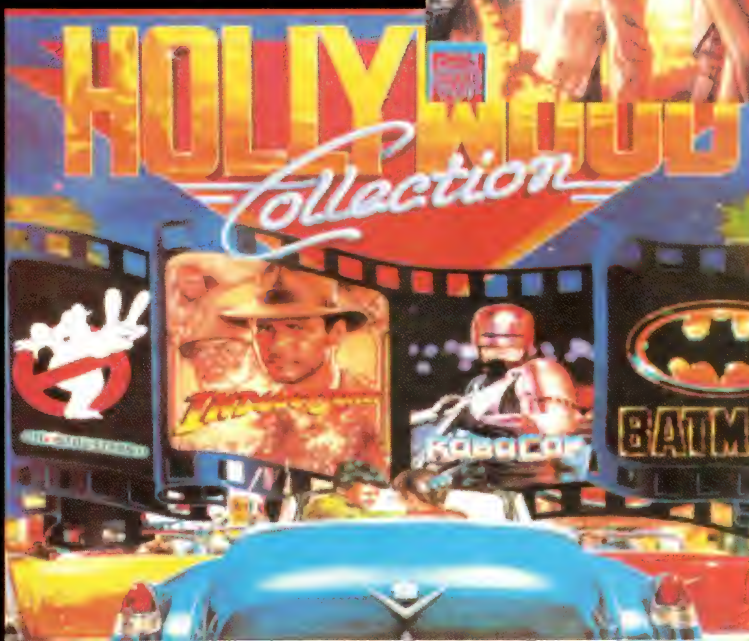
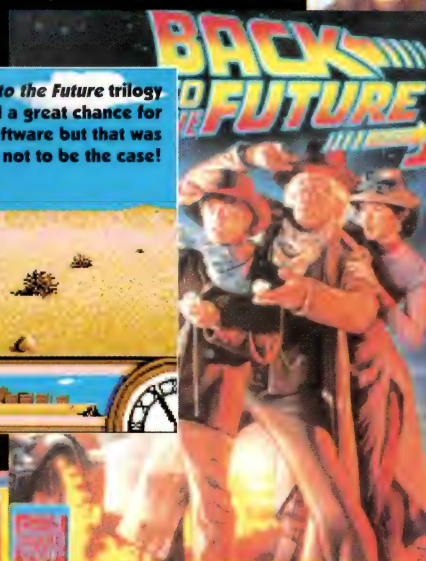
For a while it seemed that the game of a film was a blatant excuse to produce a bad product because the name alone would sell units. Time after time this happened with titles such as *RoboCop*, *Red Heat* and more recently, *The Godfather* and *Terminator 2*.

*RoboCop* promised so much, especially when Ocean sold the rights to Data East who produced the excellent arcade version. A conversion of this coin-op nowadays would be fairly simple to do but what Ocean came up with was an insult to the Amiga.

So the question is now: Should these games follow ➡



The *Back to the Future* trilogy offered a great chance for quality software but that was not to be the case!





➔ the film's plot or should the developers concentrate on making something good?

In the past, many games following the plots of films have turned out to be real turkeys. *Terminator 2*, for example, was an exceptional cock-up. The ideas behind the film could have made for a great product but instead we had a series of tedious sub-games vainly attempting to follow the plot.

Some games, such as the excellent *Indiana Jones* from Lucasfilm are exceptions to the rule. This adventure followed the plot almost exactly but everything was executed with class and care for the storyline. Admittedly, following the plot was a problem in that if you had seen the film, the game was practically a breeze.

*Die Hard 2* from Grand-slam is your typical film conversion. When you bought this, you would have thought you might be getting a game OF the film. Instead you will have been disappointed to find an average shoot'em-up with the name tacked on to make up a few sales.



## FILM FAX

**E.T. is the biggest money grossing movie of all time. The gargantuan wad it made has reached a staggering \$400 million. For some strange reason, no company has obtained the license to bring this film to 16-bit!**

Not particularly awful but still far from brilliant, *Total Recall* showed an improvement in the quality of this type of software.

The future for conversions looks set to be a good one. In the last couple of months we've seen *The Addams Family*, *Hook* and *Dune*, all of which set the standards for others to follow. Sure, *Hook* was a short-lived product but what's there is very pretty and playable.

## Christmas spirit

In the run up to Christmas, we are due to see conversions of *Lethal Weapon*, *Cool World* (Ocean) and *Alien 3* (Acclaim) on our screens. Hopefully these high profile titles will contain the quality found earlier in the year. Next year, we'll also see *Batman Returns* from Konami and *The Lawnmower*

*Man from The Sales Curve*.

There are also a number of games that aren't actual licenses but they definitely draw inspiration from the movies. Titles that take this approach are usually high quality as the developers don't have to stick to the movie guidelines.

Some of these games include: *Rick Dangerous 1 and 2* (Indiana Jones), *Epic* (Battlestar Galactica), and *Alien Breed* (Aliens).

Companies seem to be turning to older films now, so perhaps we'll see a platform beat'em-up based on *Blade Runner*? Or maybe an adventure *Apocalypse Now*? Who knows?

Brian.

## FILM FAX

**When *Star Wars* was released to the public, director George Lucas hid himself away on Hawaii in deep depression with friend Steven Spielberg, fully expecting the film to flop. How surprised he was to find it break all box-office records!**

# SUPER LEAGUE

Our best 40 conversions

- 1 *Indy: The Last Crusade* (Adventure)
- 2 *The Addams Family*
- 3 *Star Wars*
- 4 *The Blues Brothers*
- 5 *RoboCop 3*
- 6 *Plan 9 From Outer Space*
- 7 *Hudson Hawk*
- 8 *Dune*
- 9 *The Empire Strikes Back*
- 10 *RoboCop 2*
- 11 *Gremlins 2*
- 12 *Return of the Jedi*
- 13 *Hook*
- 14 *The Spy Who Loved Me*
- 15 *Navy SEALs*
- 16 *Indy: The Last Crusade* (Action)
- 17 *The Untouchables*
- 18 *Batman: The Movie*
- 19 *Total Recall*
- 20 *Platoon*
- 21 *License To Kill*
- 22 *The Running Man*
- 23 *Predator 2*
- 24 *Die Hard 2*
- 25 *Nightbreed* (Adventure)
- 26 *Terminator 2*
- 27 *Predator*
- 28 *The Godfather*
- 29 *Ghostbusters 2*
- 30 *Back To The Future Part III*
- 31 *Rambo III*
- 32 *Darkman*
- 33 *Days of Thunder*
- 34 *Teenage Mutant Hero Turtles*
- 35 *RoboCop*
- 36 *Nightbreed* (Action)
- 37 *Live and Let Die*
- 38 *Back to the Future Part II*
- 39 *The Neverending Story 2*
- 40 *Red Heat*



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ACTION OCT





**Hellzone:** Shoot the baddies in this rather neat horizontal blast'em-up. It's hell in here... but then it would be, I suppose!



**Quick & Silva:** Jumping about on these platforms sure is hard work. Collect the gems and score those points to make it all worthwhile.

# PD SPECIAL

**P**ublic Domain software can be variable at the best of times, but you'll be pleased to know there's a pretty good batch out this month. The NBS PD Library on the Isle of Wight wins the prize for the best stuff, with disks G291 – *Hellzone* and G295 – *Cybernetix*. Both are rather impressive horizontal blast'em-ups, with *Hellzone* playing over two levels with alien attack waves, gun turrets and weapons power-ups for your trusty old ship.

*Cybernetix* is an extremely fast *Defender* clone, set over several levels, littered with power-ups and aliens out to scuttle your backside. You can deal with these unfriendly acts with the liberal use of your laser cannons and smart bombs. It does slow a bit when a lot occurs on screen, but certainly is rather good nonetheless.

The final disk from NBS is L509 – *Obliteration*. In it, you are armed *Super Turrican*-style, and have to leap about destroying asteroids. It's a simple idea, but is well executed and let me tell you – it gets darned difficult! Not bad at all.

## Crazy life

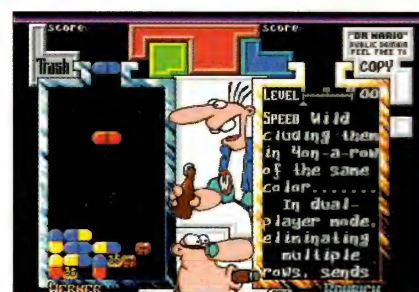
Disk G6031 – *Crazy Sue*, from Anglia PD is a cute affair. You control a lollipop-licking girly wandering thorough a sickeningly sweet landscape in search of platforms to jump on. It may not be very original, but it plays well.

Disk GAM 1054 AM – *Dr. Mario* from Riverdene PDL is a *Tetris*-type game where you manoeuvre pills into various

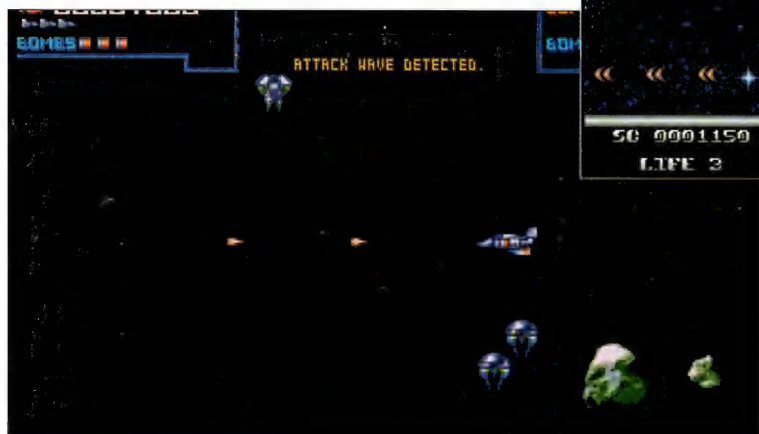
lines. I must confess it didn't grab me, and I found the controls awkward.

Finally, Disk 163 – *Quick & Silva* from Mr Disk Shareware is another well-executed platformer. It helps to demonstrate that along with the above, there is a lot of talent out there amongst the PD Crews. Let's hope they can show the same inventiveness in the future in developing new games ideas.

Nick.



**Dr. Mario:** Make lines in this Tetris-type game. Perhaps the idea has now been overdone.



**Cybernetix:** Now this is more like it! *Defender* addicts are in for some hugely impressive fun. Check out the graphics and sampled sound in this space-age wonder.



**Obliteration:** A new wrinkle on the old fave *Asteroids*. This one is difficult!



**Crazy Sue:** Cute isn't the word for this lollipop-licking number. Let's all hear you say 'ah!'

## CONTACT ADRESSES

NBS Public Domain Library,  
1 Chain Lane,  
Newport,  
Isle of Wight.

Anglia PD,  
115 Ranelagh House,  
Felixstowe,  
Suffolk IP11 7HU.

Riverdene PDL,  
30a School Road,  
Tilehurst,  
Reading,  
Berkshire RG3 5AN.

Mr Disk Shareware,  
Kingsway Computer  
Services,  
72 Glencoe Road,  
Sheffield S2 2SR.



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RAM 0560	CBM - 512k Board - A600	£24.99	£22.99
RAM 0501	CBM - 512k Board - A500	£99.99	£49.99
RAM 0505	512k Board - No Clock - A500	£24.95	£19.95
RAM 0510	512k Board - Inc Clock - A500	£29.99	£24.95

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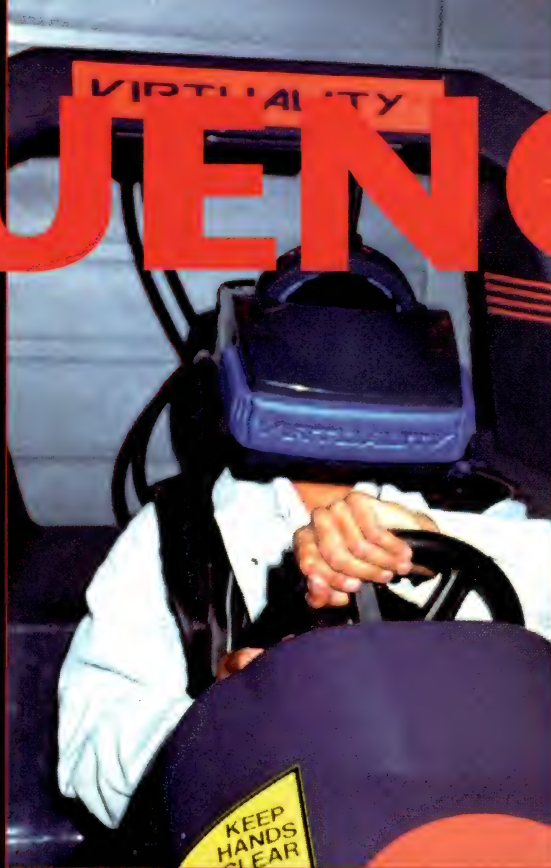
Which computer(s), if any, do you own? ..... 80D



# INFLUENCE!

# BAD

With the success of *Gamesmaster*, Yorkshire TV get ready to launch a new computer show...



Andy Crane: Presenter of children's programmes on BBC and ITV, and now the host of Yorkshire Television computer show, *Bad Influence*.

A new, 13 part tele-vision series dedicated to video games, computers and technology in general, will soon be gracing our TV screens to rival Channel 4's *Gamesmaster* programme. *Bad Influence*, devised by Yorkshire Television, will bring you all the latest news and gossip about electronic entertainment.

Children's ITV presenters Andy

Crane and Violet Berlin will host the show and although neither of them claim to be ardent games experts. Mr Crane himself owns a Sega MasterSystem, a Game Gear and a Mega Drive. Is Dominik Diamond on the verge of being ousted from his new position of top video games guru?

The show is being filmed at Yorkshire Television's studios in Leeds each Wednesday and broadcast on the Thursday, so all the news, games reviews and player's tips will be up to

the minute, giving the show a huge and immediate advantage over *Gamesmaster*.

All of the latest console and home computer games will be reviewed by a group of youngsters aged between 10 and 16. It will also feature some star guests who'll list their all time favourite video games in a special feature named "Cyber Island", which is similar to Radio 4's *Desert Island Discs*!

To complement the latest games info, a weekly five minute feature will cover other aspects of computing and technology. They'll be looking at how American school students use a Virtual Reality centre to explore strange cyberworlds, and discovering the



truth about an incredible animation method called "morphing".

And, for the bloodthirsty, a peek at how top brain surgeons look inside pat-

ient's heads using computer technology. The weekly feature is the longest part of the show, which is faster moving than a Cheetah with a cattle prod up its rear end.

Another revolutionary feature on offer is "Datablast". Combined with the credits, it will feature everything covered in the programme, so the viewer can record a series of still video frames and read them later at his or her own leisure.

Look out for *Bad Influence* on Thursdays at 4:45 pm on the ITV network, starting on October 29th. Don't miss it!

A weekly five minute feature will cover subjects such as Virtual Reality and how computers can be used for things other than games.



Is it the end of the road for *Gamesmaster*'s Dominik Diamond? *Bad Influence*'s 'live' feeling might give it an edge over C4's production.

## EUROPRESS TEAMS UP!

The Europress Group of companies which publish, among others, *Amiga Action*, is wholly supporting *Bad Influence*! In fact, *Amiga Action*'s very own Peter Lee will be researching for the programme on site at Yorkshire Television. And together with all the other gaming experts at Europress, Yorkshire will be hoping to give Channel 4's *Gamesmaster* a good run for its money. Tune in to see how well it does.



## FALCON

Action Sixteen Supreme

£14.99

**W**hen you compare *Falcon* to your average 1992 flight simulator, you'll immediately understand why it received such critical acclaim and all those software industry awards way back in

1988. Even today, *Falcon* looks and plays very impressively indeed and it still laughs in the face of some competition.

It isn't, however, a simple game for your pick up and play enthusiast. It's an authentic flight simulation, and the huge manual (160-odd pages) may be enough to put a number of you off from the word go. If you really want to play this game to its fullest, be prepared to invest plenty of flying hours.

Thankfully, Spectrum HoloByte included a foolproof skill level



which, among other things, allowed you to fly into the ground at mach two and still come out laughing. At the other end of the scale, it's damn near impossible to take off, never mind take out a squadron of Russian Migs on the

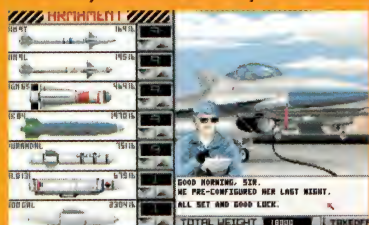
highest level.

The missions provided cover dog fights and bridge bombing, and if that isn't enough, you can always battle it out head to head with another human opponent.

*Falcon* is still a fine simulation and it certainly does not show its age. Methinks it's a bit of a bargain at the price, compared to many sims around.

Pete.

88



## FALCON MISSION DISK ONE

Action Sixteen Supreme

£9.99

**T**he first *Falcon* mission disk, *Operation Counterstrike*, is effectively an extension of the way things were in the original. It looks more or less identical and it plays the same too. It's just that all the missions are different. So, if you've beaten the twelve mission tasks with *Falcon*, or you simply want more of the same, it's a worthwhile purchase.

The sorties are designed for successive play, so anything you achieve in a previous mission will influence the outcome of any



further missions. It's simply one major campaign against the enemy and it involves the total destruction of highlighted ground targets and Mig-29s.

Also worth mentioning are the tanks, trains, amphibious landing craft and trucks, which all move around the redesigned landscape and play a pretty important role in the enemy master plan.

80

Pete.



## FALCON MISSION DISK TWO

Action Sixteen Supreme

£9.99

**O**peration *Firefight* not only offers the dedicated *Falcon* fanatic twelve new missions, but also a near enough complete face-lift. It also boasts a host of new features, including enemy Mig-27 fighter bombers, Mi-24 Hind helicopters, Mig-21 interceptors and a handful of flashy missile systems.

Therefore, from a new goodies point of view it's definitely worthwhile. However, the new missions don't really exploit the potential of the added features, and you'll find most of them are



simple dogfight affairs or hit and run missions.

So, it really is up to you. If you like *Falcon*, but you'd prefer advanced graphics, the *Firefight* mission disk is well worth a tenner.

If it's varied missions you're after, get the previous disk and have done. Then again, you could always buy the entire collection for a mere £34.97, if you really want to!

70

Pete.





## OPERATION COMBAT

Action Sixteen  
£9.99

**A**s a rule, I don't really like wargames, so I didn't relish the chance of reviewing this particular offering. But wait, I actually found myself enjoying *Operation Combat*!

The beauty of the whole thing lies in its simplicity, although this could also be its biggest downfall. Once you've got to grips with the friendly control interface, taken a peek at the six different battle fields and destroyed the odd enemy unit, you've literally played



the entire product. The air support facility could and should have added an extra dimension, but as it stands, it seems little more than a poor afterthought.

However, I still enjoyed it. I expect that beginners will lap it up, but grizzled old General Schwarzkopfs will find just far too many shortcomings.

Pete.

76

## FLIMBO'S QUEST

Kixx  
£9.99

**I**t seems as though everybody here at AA would rather hanglide into a rocky gorge than contemplate playing *Flimbo's Quest* for a single minute. I don't think it's that bad, and for ten quid you can hardly grumble, can you?

Guide Flimbo through level after level of horizontally scrolling action, destroying millions of horrid creatures and collecting the all-important scrolls. Once you've collected all of them, you've completed the level. To spice things up a little, there are a



number of bonus rooms and a handful of purchasable objects, such as weapons power-ups and extra time. And that's about it.

So yes, *Flimbo's Quest* is a touch monotonous, mainly because there's little else to it than running around in circles.

It's not too bad for a tenner, but there are better budget titles on the market.

Pete.

53

## SUPER MONACO GP

Kixx  
£9.99

**T**his isn't exactly a conversion of the cracking Sega arcade original, but more of a game based on the same ideas. The arcade version had just the one course, (Monaco, for the terminally thick!) but this computer version has no less than four challenging tracks.

You can control your vehicle using either the mouse or joystick with a panel showing how sensitive the controls are for each. There are also three difficulty levels to the game in the form of different gear boxes.



The track itself has the fastest routine this side of Vroom (for a first person racing game at least). You'll be challenged to the full as you play at making a tenner a throwaway price for such an addictive racer.

If you are looking for a fast racing challenge then look no further than this.

Definitely one of the ten best budget games of the year so far.

Brian.

91

## SHOOT'EM-UP CONSTRUCTION KIT

G.B.H. GOLD  
£9.99

**I**purchased this a good few years ago on the C64, and it did offer the average home user a decent chance of producing commercial software. The Amiga version is almost identical in both performance and user friendliness.

Funnily enough, this gives you the tools to create either a single screen or scrolling shoot'em-up. A point'n'click interface gives control over the sprites, background graphics, sound FX, and lots more.



Three games are supplied to illustrate its power, but all they seem to do is highlight its flaws. The bad collision detection is one, and the fact that most of the games end up similar is another.

Its good at the price, but I'd scrap ideas of creating viable commercial products.

Pete.

72



## BADLANDS

The Hit Squad  
£7.99

Oh dear, oh dear! This game had such potential, taking the basic racing element behind *Super Sprint* and adding futuristic settings and weapons. Unfortunately, it lacks the punch needed for such a game to work effectively.

Mind you, this is no fault of the programmers as the arcade version of *Badlands* was very poor indeed. Graphically, things look quite close to the coin-op, but between the races the presentation can only be described as bland.



An endless supply of dull greens, and blues and greys make up the option screens, and none of them are particularly well drawn.

Control over your vehicle is simple to get to grips with, but the two player option doesn't help to haul this game back from a putrid pit of doom. I'd rather go and play *Super Sprint* on an ST any day! 'Nuff said!

10

Brian.

## TOTAL RECALL

The Hit Squad  
£7.99

Old Arnie has had a bit of a rough ride in computer games such as *Red Heat* and *Terminator 2*. This offering is the best Arnie tie-in you're likely to find, and at budget price it's worth a decent look.

You control Doug Quaid as he attempts to put back together his life after a sinister corporation based on Mars has messed with his mind. This is done across a number of levels, most of which are (surprise, surprise!) platform orientated.



The game suffers on these stages as it is too easy to die while playing them. This isn't helped by the fact that enemy guards all run the same speed as our hero and it is therefore impossible to turn and shoot them quick enough.

If you like your games to give you a challenge at an affordable price then this is worth checking out, but there are far better products out there.

78

Brian.

## S.T.U.N. RUNNER

The Hit Squad  
£7.99

If every bog standard Amiga was endowed with say, three 68030 CPUs, and maybe a couple of extra blitter chips, this arcade conversion from Domark might have worked. But, as the Amiga isn't blessed with all that, *STUN Runner* fails drastically.

After sitting down for about ten minutes and trying to think of something positive to say, I blew the whole product out and vowed never to play it again. Calling the screen update sluggish will undoubtedly insult the entire slug



population - I've seen snails with wooden legs that are faster. It really is that slow.

I'd like to provide some constructive criticisms, but sadly, *STUN Runner* doesn't deserve the time or the space. This is quite arguably the worst game of all time. I shudder to think of another that could be so bad. Quite horrid.

4

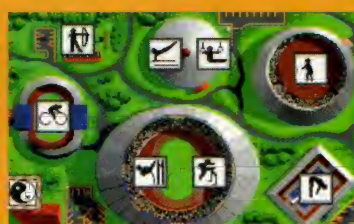
Pete.

## GO FOR GOLD

Kixx  
£9.99

This offering looks dead familiar to me. Maybe it's because this particular re-release has been renamed and launched in time for the Olympic Games (we're just reviewing it late!). If you own a release called *The Games: Summer Edition* you might as well stop reading now!

The game involves you taking part in various events such as diving, track and field and archery - you even get to perform some gymnastics while wearing skin tight leotards! Each event is performed by various waggling



movements of the joystick.

The whole thing is presented with style, as are most Epyx titles. The graphics are accurate and smooth to watch and the sound is realistic with a decent tune playing during the events.

If you are looking for a game in this style and can't afford one of the full price heavyweights, this will keep you nicely occupied for a few weeks.

82

Brian.



## SOCCER PINBALL

CodeMaster  
£7.99

**F**ootball, in its purest form, is the world's finest sport. Shape a pinball affair around this great game and what do you get? *Soccer Pinball* from CodeMasters. It's an interesting idea, and one which could have worked, if only the actual pinball element itself was more realistic.

Unfortunately, *Soccer Pinball* suffers from too many bad points and it's a shadow of the game *Pinball Dreams* is. Purely and simply, the ball doesn't react in the way it should. The collision detection between the four flippers and the ball is also very poor and



this effects the scrolling and the gameplay in general.

A few complex tables with varying features may have given it a little credibility, but the three almost identical offerings here (graphics and puzzle element aside) are sparse and far from interesting. And once you've completed table one, which doesn't take too long, the game has absolutely nothing to do with soccer whatsoever.

26

Pete.



## WORLD CLASS LEADERBOARD

Kixx  
£9.99

**T**he *Leaderboard* series began around six years ago on the Commodore 64, and in a way, the original edition paved the way and set the standards for all future golf games. *Leaderboard* has since been surpassed by the likes of *PGA Tour* and *MicroProse Golf*, but these fine games probably wouldn't have existed if it wasn't for the innovative interface introduced by the original.

Anyway, now I've got that out the way, I'll tell you that *World*



*Class Leaderboard* is well worth ten quid, and that it's a good purchase if you don't own the highly superior *PGA Tour Golf*.

There are four courses in total, three of which are based on their real life counterparts. So yes, if you're after a cheap and very cheerful golf game which is both playable and well authentic, *World Class Leaderboard* is the ticket for you.

84

Pete.



## CJ IN THE USA

CodeMasters  
£7.99

**A**nyone who has recently bought the *Cartoon Collection* will probably have played the Codie Oldie, *CJ's*

*Elephant Antics*. This starred one *CJ* the Elephant in a platform game that was definitely aimed at the younger audience.

This newly released sequel is more of the same and I can't help feeling that the graphics should have been updated a bit.

The story revolves around *CJ's* attempt to rescue his family from the clutches of an evil hunter who has taken them away from Africa to the dangerous streets of the US. His brothers and sisters have all



managed to escape and can be picked up all over the levels, but his mother remains in the clutches of the nasty hunter.

Bounding around a platform environment, you'll soon notice that everything plays well with the controls being easy to master, and you'll be enjoying yourself in no time at all. The action starts as it means to go on with the first level being particularly tricky, and life just gets more and more difficult from there on. Phew!

70

Brian.





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# Hook



It's complete solution time again folks, and this guide to Ocean's short, yet fairly sweet swashbuckling adventure, is in one part only. So, grab your Hook disk and read on - you'll have finished the game in less than an hour's time...



**G**o behind Pirate Square (to the left) and pick up the clothes hook and the anchor. Go right twice to Dead Man's Pier. Pick up the rope (1) from the far left and use the rope with the anchor to create a grappling hook (if you'll pardon the pun). Go left to the Bait and Tackle, walk up the stairs and go out through the door.

Use the grappling hook on the top of the clock tower. At first your character will refuse, so keep trying until he swings. Time your swing with the chap walking beneath (2). Swing and steal the hat from his head. Knock on Mrs Sweedles' door (to do this simply 'use' the door) and when she replies, swing back across Pirate Square just as you did previously. Quickly run behind Pirate Square and steal the jacket (middle piece of clothing), using the clothes hook (3). You must be quick, otherwise Mrs Sweedles will return and catch you. Examine the jacket to discover one coin.

Return to the two bars (Bait and Tackle, the Crossed Swords) and collect three mugs (4). Go down Mugger's Alley (from Pirate Square) and enter Dr Chop's place (5) which is hidden slightly behind a wooden boat. Ask how to earn money and have two gold teeth removed. Take the blind from the window at the rear of the room.

Go to Jolliest Roger's place (the bar in Mugger's Alley) and give the barman three mugs and three coins. In return you'll receive three mugs of coco. Give all of them to the man nearest the bar. After drinking the coco he'll fall asleep, allowing you to steal his trousers (6). Go behind Mrs Sweedles place (behind

## small tips

Another month, another hang-over! As we get nearer and nearer to Halloween, it seems that parties get more and more frequent! Never fear however, the Amiga Action team let nothing stop them from helping the public, so here is another splattering of level codes and cheats to keep you from our doors!

### Push-Over

Due to a minor technical problem last issue, some of the level codes were obscured. So here are the final two again:

49 - 21022  
50 - 22046

As promised, here are the second 50 level codes for this infuriating puzzler. Oh, by the way, level 100 is a real pain in the backside!

51 - 21534	76 - 21631
52 - 23582	77 - 22143
53 - 24094	78 - 21247
54 - 23070	79 - 20735
55 - 22558	80 - 28927
56 - 18494	81 - 29439
57 - 19006	82 - 30463
58 - 20030	83 - 29951
59 - 19518	84 - 31999
60 - 17470	85 - 32511
61 - 17982	86 - 31487
62 - 16958	87 - 30975
63 - 16510	88 - 26879
64 - 16511	89 - 27647
65 - 17023	90 - 28671
66 - 18047	91 - 28159
67 - 17535	92 - 26111
68 - 19583	93 - 26623
69 - 20095	94 - 25599
70 - 19071	95 - 25087





Pirate Square) and use the blind to change into the pirate's clothing.

Head for Hook's ship (at Good Form Pier, for those who don't know) and go up the ramp to get on deck. Go right (the screen scrolls so keep heading right until the gold is visible) and pick up the pots of

gold (7). You'll only be able to take a little bit of gold, so don't be greedy!

Go to the Tailor's shop in Pirate Square and talk to the shopkeeper. Buy the metal detector (8). Head for Good Form beach and use your brand spanking new metal detector on the 'X' (9). Go

back to Hook's ship and head left. Watch the 'hands-off sequence' as you talk to Hook. A short animated sequence will follow, which will end with you diving into the sea. When you're underwater, use the clothes hook on the pulley (10). Look in the clam and then use it.

# HOOK

small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips

71 - 18559  
72 - 22655  
73 - 23167  
74 - 24191  
75 - 23679

## Step

CodeMasters' latest addition to the cartoon game format is destined to become one of the most well known characters. If you are still battling through this, help is at hand from Stephen Totten from N Ireland who has supplied us with the codes for levels 2 to 9.

2 - RDNHCCMGU  
3 - EDOUTIOCKO  
4 - HDPFUVLCCM  
5 - ODQMFUVLIC  
6 - MEBHETPIAG  
7 - LECGLDTRHK  
8 - NEDGFLDVRL  
9 - OEFVHAGHLV

## Goblins

Here are all the level codes to help you out. Thanks go to R. Lane from Waterlooville.

1 - None  
2 - VQVQFDE  
3 - ICIGCAA  
4 - ECPQPC  
5 - FTWKFN  
6 - HQWFTFW  
7 - DWNDGBW  
8 - JCICJHM  
9 - ICVCGGT  
10 - LQPCUUV  
11 - HNWVGB  
12 - FTQKYLE  
13 - DCPLQMH  
14 - EWDGPNL  
15 - TCNGTOU  
16 - TCVQRP  
17 - IQDNKGO  
18 - KKKPURE  
19 - NGOGKSP  
20 - NNGWTO  
21 - LGWFGUS  
22 - TQNGFVC



# Hook



Go into the Never Forest (11) and head north, east, north, west, north and east. Once here, head right and get captured (12). Eventually you'll fall, allowing you to enter the hole in the tree.

Go left up the stairs and keep walking left until you reach a place called the Avenger. Take the net from under the bell and examine it to discover a piece of string. Go right and use the exercise bike (13). Head as far right as possible to the

Round Pond and take the branch off the tree. Head left until you reach the Four Seasons. Pick up the big yellow flower. Use the conch shell on the chicken (14) and take the eggs. Head right to the workshop. Give the chicken eggs to the bloke and receive a piece of elastic (15). Use the string on the branch to create a bow. Take the arrow off the table and fire it at your pan pipes. Pick up the grounded pan pipes.

Head right to the slingshot and use the elastic on it. Go right to the cliffside and jump off (to do this simply 'use' the cliffside). Repeat this twice (16) and ask the fat guy what he thought of your jumping. He will tell you to try the sling shot. Try it (17) and ask the fat guy what his happy thoughts are. He should give you some marbles. Don't lose them!

Go to the Round Pond and give the big yellow flower to Tink. Go left to the

## small tips

### John Madden's American Football

This is one truly great sports game. I don't even like US Football but I still play this game, so that is a sure sign of quality! If you are fed up with having to regain possession after each kick off, this tip should help you out...

Select one of the following teams: Cincinnati, Minnesota, Kansas City or All Madden and drive the ball to the right with as little power as possible. You should catch the ball yourself and get a first down on your 40 yard line.

### Jaguar XJ220

The arguments about whether this is better than Lotus or not are bound to go on and on for many years to come. Personally I think Lotus is the better but that isn't saying Jag's a bad game! Anyway, this is the second cheat we've printed and this is for the ultimate in laziness and defeats the object of playing the game!

As soon as the starter says "GO" press P to pause the game. Press P to unpause and you'll win the race instantly. Congratulations, you've now wasted £25!

### Dojo Dan

Having trouble with this tremendously difficult platform game? Well, thanks to Europress Software we can now reveal that by typing "WOOLANKIDICKSBUTT" while playing (the screen will flash to let you know that it has worked!), you'll possess



16



17



dining area (18). Talk to the guy at the head of the table and say "Oh Rufio". Go right to the Round Pond and stand in the middle of the screen. A ball will enter the fray, smack you on the head and knock you to the tree house.

Look at the bed, the fireplace, the chair and the doll's house. Talk to Tink (19). The final hands-off sequence will follow and lead to your meeting with Hook onboard the ship. Use the following phrase sequence to defeat the dastardly Hook:

18



19



"Peter Pan the Avenger!"

"Good form James."

"Tick-tock-tick-tock. Hook's afraid of a dead old croc."

"You kidnapped my kids. You deserve to die James Hook."

"Put up your swords. It's Hook or me this time."

"Peter Pan the Avenger!"

After this, a short animation sequence will follow to signify, at last, the ending of the game. Well done, you've finally finished it!

20



# HOOK

infinite lives and you can press S to activate a permanent shield. Also F8 completes the level, F9 completes the section.

## Dynablaster

This game shocked us all by coming third in our top 100. We didn't think anyone felt that highly about it! In five player mode this is perhaps the best game you can buy at the moment and we even managed to pry ourselves away from it. We decided to take time and play the one player version. These level codes are the result of our hard slog.

3-1: MXVCLSAH  
4-2: ROCEGMPU  
5-1: ROLCSEW  
6-1: ROFVWBNL  
7-3: MAREWGKP  
8-2: MXAEPMYH

Well, that's your lot for another month! If you have any really really interesting cheats on the games of the last couple of months, don't hesitate to send them in. And don't bother to send us the cheat about pressing enter on the keypad in *Epic*, as it tells you about that in the manual!!! We know what you lot are like! Anyway the address that you all should know by now is:

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Cheshire SK10 4NP.

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The name Andrew Braybrook is synonymous with great computer games, and *Fire & Ice* is undoubtedly one of these.

It's packed full of splendid surprises and a host of baddies to fill anyone's worst nightmare. So, here we go with a guide to the first three worlds, which should give you a percentage rating of around 50.



**Puppy.** They wander around, so their exact position is unknown.



**Bone-us life.** If they don't appear, jump up and down a little!



**Warps.** They're not always visible, so look hard to find them.

## LEVEL 1

### Arctic Homeland



**Penguin**  
Slow-moving waddler, walks left or right and hesitates at the edge. Some may stroll off the edge, but most will turn back.

Hits to freeze: 2. Points: 150.



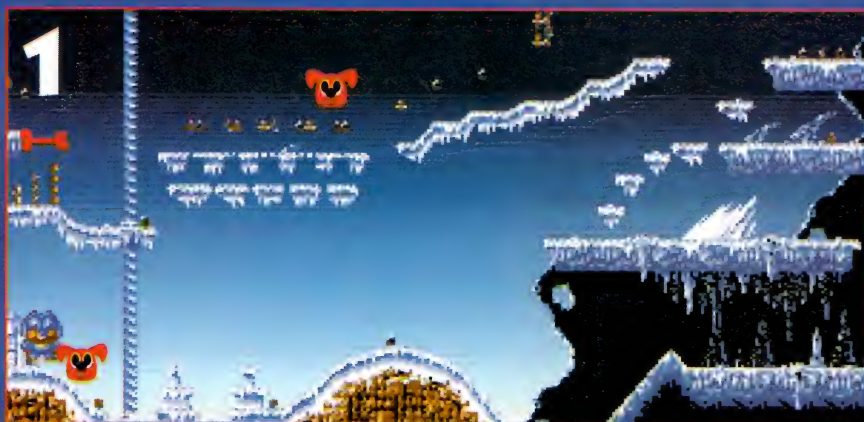
**Penguin**  
Slow-moving, walks left or right and throws explosive snowballs.  
Hits to freeze: 1. Points: 100.



**Badger**  
Fast moving, walks left or right and will turn at the edges.  
Hits to freeze: 2. Points: 150.



**Whale**  
Stand on water-spouts, and jump while moving upwards for extra height. The whale submerges briefly after its spout disappears, so beware.



## LEVEL 2

### Scotland



**Mouse**  
Fast, timid creatures which live underground or in the castle. Don't like the wet or the cold.  
Hits to freeze: 2. Points: 150.



**Hare**  
Overground dweller. Lives outside the castle, occasionally going underground for shelter. Its main defence is the ability to make strategic withdrawals at a moment's notice, which is like running away, but with dignity.  
Hits to freeze: 2. Points: 100.



**Bear**  
The main worker within and around the castle. Carries a short sword and a shield to protect itself from enemies. Bounce shots underneath its shield or hit it from behind to get it.  
Hits to freeze: 1. Points: 100.



**Haggis**  
Owners of Castle Maclean, they are small hairy things. Eat only porridge or haggis.  
Hits to freeze: 1. Points: 150.



**Tree-dwelling Hairless Sporan**  
Hunted for their fur, the sporrans became all but extinct. Only the rare hairless variety remain. These creatures are very vicious when disturbed. Normally they live in hollow tree stumps to protect themselves from the chilly winds. They live in small colonies and attack en masse.  
Hits to kill: 1. Points: 25.



**Bagpipe Spider**  
Very rare creature hunted by the Kilts, almost to extinction. To be used as a weapon of music.  
Hits to freeze: 2. Points: 150.



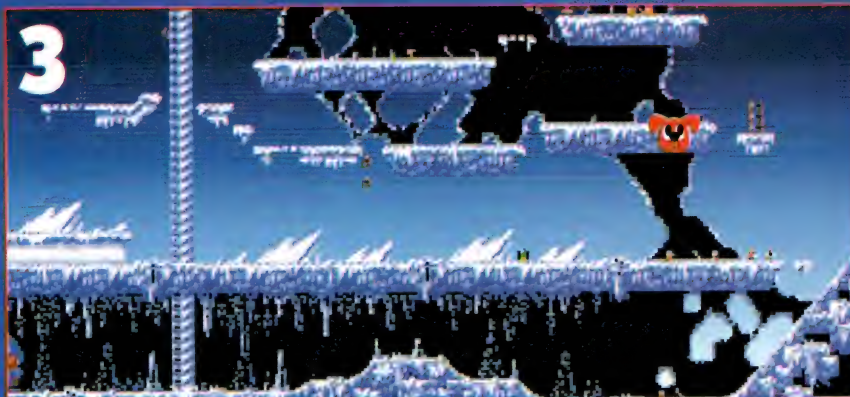


#### Secret Agent Skier

A skier carrying explosives in his back pack. May detonate at any time. Only his wizardry on skis can save him.

Listen for the clump as they hit the ground and be prepared – they move very quickly. If one passes you he may explode just off-screen leaving a key part behind.

Hits to freeze: 1. Points: 500.

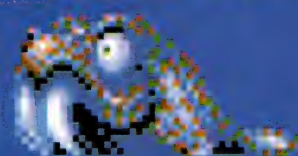


#### Seagull

An airborne attacker, sometimes flying about alone, and sometimes in

squadrons. Each of them carries two explosive snowballs to drop on the Coyote.

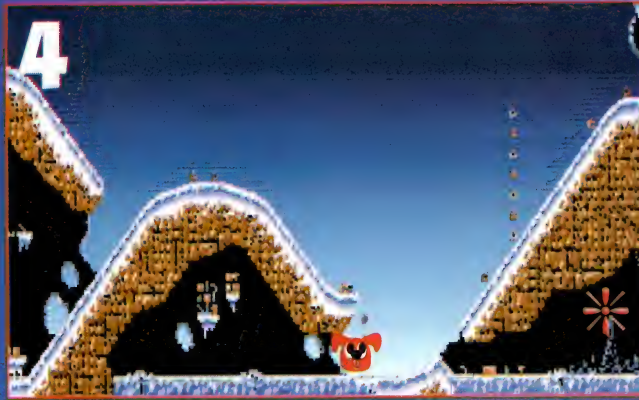
Hits to freeze: 1. Points: 400.



#### Walrus

Large and blubbery, it just about manages to move on flat ground.

Hits to freeze: 2. Points: 150.



#### Yeti

Legendary yeti, very heavy, can cause avalanches by jumping up and down. Very thick fur to withstand all that hiding in cold places.

Hits to freeze: 25.

Points: 2000.



#### Archer

The archers are very mean with a bow and arrow, and quite handy with a snooker cue too. Related to the bears, but more cunning.

Hits to freeze: 3. Points: 400.



#### Crocodiles

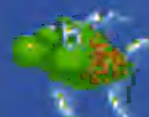
These infest the moat of

the castle, and open their mouths regularly to catch any unwary passers by.



#### Nessie

A much-maligned creature of Loch Ness. Beware of the poisonous barbs on its back.



#### Fish

Members of the Nessie fan club, these leap

from the water to grab small insects (and passing coyotes) from the sky above.

Hits to freeze: 1. Points: 50.



#### Eagle

Difficult to hit when

flying at high altitude.

Hits to freeze: 1.

Points: 200.



# FIRE AND ICE



## LEVEL 2 CONTINUED ▶▶▶



## LEVEL 3 Underwater



### Divers

Other creatures also searching the ocean. Watch out for air bubbles.

Hits to freeze: 2.  
Points: 150.



### Propeller Fish

This fish has evolved a more speedy way of moving underwater.

Hits to freeze: 2. Points: 500.



### Torpedo Fish

The fastest fish of all. The ancestor of these fish accidentally swallowed a torpedo.

Hits to freeze: 2.  
Points: 500.



**Ugly**  
These fish mainly lurk near the surface. They scare their prey to death just by looking at them.

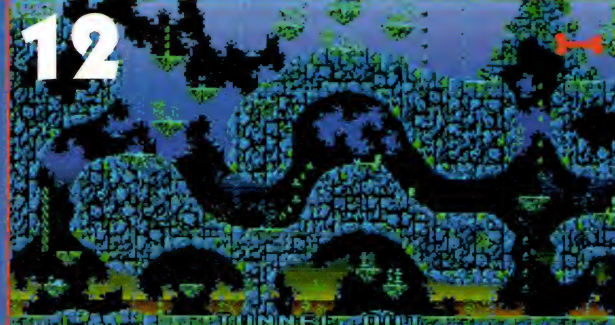
Hits to freeze: 1. Points: 200.



### Giant Eel

Lives in a dark underground cave. Always eating and yet always hungry. Watch out for the bones of its previous snacks. Use the shield for complete safety. The exit door lives inside the eel's cave.

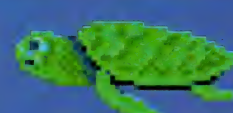
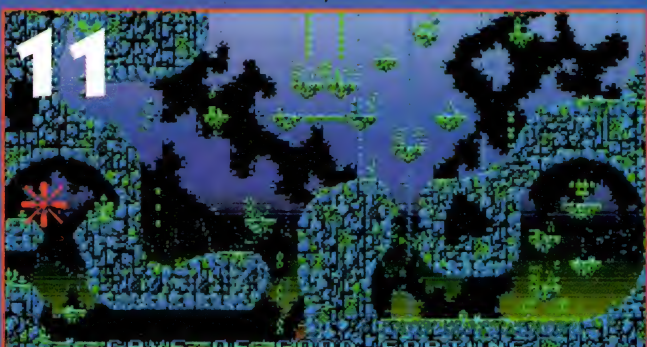
Hits to freeze: 20. Points: 10000.



### Squid

What can you say about a squid? Horrible slimy things.

Hits to freeze: 1.  
Points: 250.



### Turtle

An ally amongst so many foes. These gentle slow-moving creatures will help you reach the parts that other coyotes can only dream about.

### Crab

Do the crustacean shuffle. There's always one lurking about somewhere where you'd least expect it.

Hits to freeze: 1. Points: 200.





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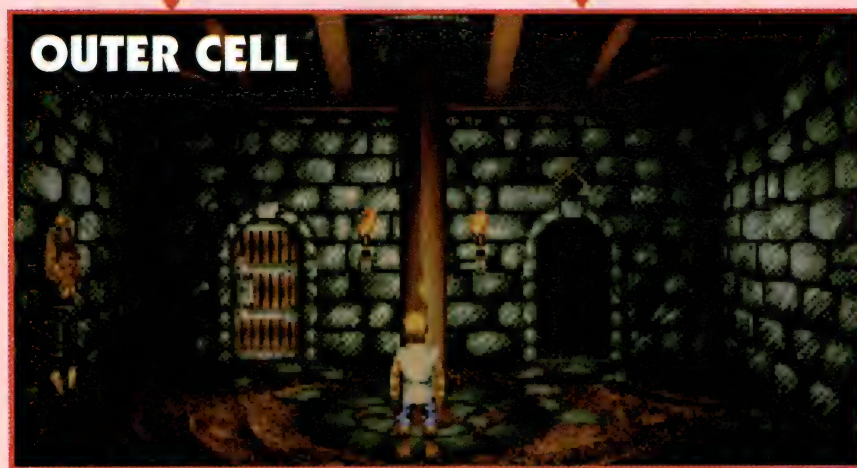




**This game is soooo good! It is also very difficult to play, even for a hardened adventurer. If you thought *Monkey Island 2* was tricky, then just try and complete this game from Virgin without our help! If you're getting nowhere then read on...**

# PART 1

## Escaping from the Skorl Prison



**PART 1** ▶▶▶ As soon as you start, walk over to the flaming torch on the wall and either get it or pull it. Your bed will now burst into flames, so walk to the top left hand corner of the room and wait for the Skorl guard to enter the room. As soon as he walks past, you can leave, so that's what you should do.

Close and lock the door behind you to shut the guard in. . . Go over and talk to the prisoner hanging on the wall – he'll tell you that he wants a drink of water. Leave the room via the right hand door and you'll enter the Guard Room, collect the knife from on top of the barrel.

Look at the barrel and you'll discover a tap. Wander over and collect the bottle lying on the right of the screen and fill it up with liquor from the tap. Exit to the Torture room and use the knife on the leather cord binding Ratpouch to the rack. He'll now be your servant forever.

Go back to the Outer Cell and give the bottle to the prisoner on the wall. He will be eternally grateful, and will now give you some helpful information regarding escaping from the prison. Tell Ratpouch to push the bricks and he'll walk over to the right hand wall and go through. Follow him, and you'll reach the town section.

# LURE OF THE TEMPTRES





## PART 2 Rescuing Geowin

**WEREGATE**



**MIDDLE STREET**



**WEST STREET**



**MARKET PLACE**



**SMITHY STREET**



**PART 2** ▶▶▶ The first thing you need to do is find the Blacksmith, Luthern. He'll be found at the forge on Smithy Street and you'll be able to hear him bashing away when you get nearby. Talk to him and tell him about Wulf to receive some information. Now walk around the town and ask everyone you meet about Geowin.

Find the bloke in the long green coat and ask him about a job. He'll tell you to take a metal bar to the shopkeeper in the Market place. If you do this, you'll be awarded with some groats to spend around town. You'll also be given a blue gem on a chain. Take this gem to the barmaid at the Magpie bar - in return, you'll receive a flask of good, strong ale.

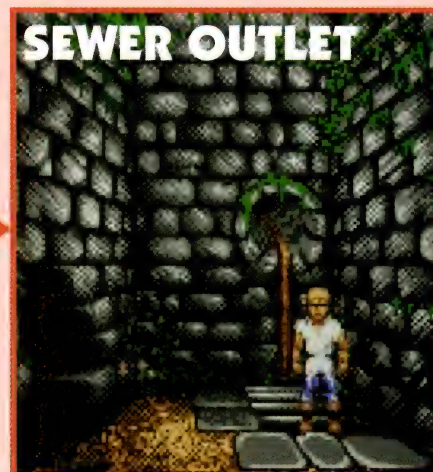


Go and find Luthern once again and tell him about Geowin. He'll refer you to Grub who can be found sitting in Magpie Courtyard. Before you go off to find him, give the flask to Luthern and he'll drink the contents. Then go and talk to Grub as you have been told to do.

Ask him about the Dragon and he'll spin you a yarn about the Wizard, before giving you a lockpick, give this to Ratpouch. Go to the Severed Arms in West Street and talk to the lady knitting by the fire. She'll let it slip that she knows something about the Wizard and will then give you his diary.



# LURE OF THE TEMPTRESS



Take a stroll to the Wizard's house, in the Market Place and tell Ratpouch to pick the lock on the door – he'll gladly obey you. Read the diary, then go inside the house and take a look at the apparatus on the table. Use the tinderbox on the gas burner and wait for the liquid to boil, then use the empty flask on the tap. Now exit the house before a Skorl guard enters the house and beats you up!

Go to the Cave entrance which can be found at Weregate and drink from the flask. You'll magically turn into Selena. Now walk right and talk to the Skorl guard standing by the town hall door. He'll let you inside where you can tell the other Skorl to release Goewin.

Now that you've done that, there's only the Dragon's Caverns to contend with...

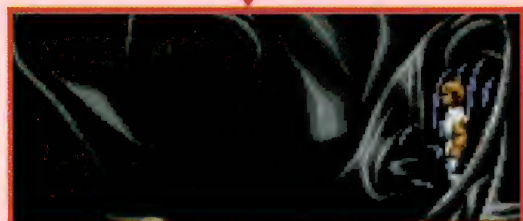




## DRAGON'S CAVE



## GUARD'S CAVE



## BLUE CAVE



## PART 3 The Dragon's Caverns

**PART 3** ▶▶▶ Wander around outside until the potion wears off. Talk to Goewin and find that Luthern is plotting against Selena, then go and talk to Luthern to find out what he plans to do. It doesn't matter if you tell him whether you're in or out. Then exit the Forge and wander around the town to find Mallin, who'll offer you a job.

Accept this job and he'll give you a book which he asks you to take to someone. Don't do as he says! Instead, take the book to the Monks in Blackfriars Row and ask them about the dragon. They'll tell you about the potion you'll need to use.

Go to see Goewin in the herb shop and ask her about the herbs the Monks mentioned. She'll tell you that she is out of one particular type. You can find this herb in the flowerbed in front of the forge, so go and collect some and return it to Goewin, who'll mix up what you need.

Go to the Severed Arms and talk to the Barbarian. Ask him how to get into the cave, past the Gargoyles. Then go and do as he says. Unfortunately you still won't be able to get in as only a lady can open the door. Go and find Goewin and ask her if she'll help. Then go to the cave and tell her what to do. The doors will swing open allowing you inside.

This next part is a bit complex, so I hope I can remember how to do it! In the first cave, activate either one of the two skulls to open the door to the next cave. When you are standing in the next cave, tell Goewin to go back and activate the left skull. This should open the next door.

Shut yourself into the next cave and wait a few seconds, then open the right hand door again. Goewin should now appear in your area – tell her to go back and pull the right skull. Your way will now (hopefully) be clear.

Two screens further on, you'll have to do the first arcade-type fight. Here you must beat up the guard as fast as possible. I found the best move to be the overhead chop. When he dies, the path to the dragon's cave will finally be completely clear.

Enter the cave and wait for the beast to wake up. Quickly

## GREEN CAVE



## CAVE ENTRANCE



use the potion to immobilise him – any hesitation will result in you getting well and truly fried by the dragon's fiery breath. Talk to him about everything possible to get the only object that can kill Selena – the Eye of Gethryn.

Now exit the cave and head to Ewan's shop. Wait for a Skolr guard to appear and go into the store, then look through the window. You should now be able to finish this part without too much difficulty...



# WIN! WIN! WIN!

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**PLUS**

10 runners-up will each receive a copy of the game and anything else we can get our hands on, ie; Psygnosis T-shirts, caps, etc.

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# WIN WIN WIN WIN W



# ACTION COMPETITION

**'Oh my golly gosh!'**  
**you yelp. 'What do I**  
**have to do in order to**  
**get my paws on these**  
**splendid prizes?'**  
**Well, just answer the**  
**following utterly silly**  
**questions:**

**1. Which of the following is a classic**  
**Beast-ie Boys song:**

- a) No Sleep til Midnight.
- b) No Sleep til Brooklyn.
- c) No Sleep til I've had my Horlicks.

**2. Which Beast is the biggest:**

- a) Elephant.
- b) North Bolivian Man-eating Grasshopper.
- c) Brian Sharp's Pet Caterpillar.

# MASTER SYSTEM

**Tick the spaces:**

**1. a..... b..... c.....**

**2. a..... b..... c.....**

**Now complete this rather nerve-**  
**wracking tie-breaker:**

**"I wish I was Fergie's Shadow because..."**  
**(Some rib-tickling Beast innuendoes please, in no**  
**more than 12 words.)**

.....

.....

.....

Please send your answers to:

Beast 3 Compo, Amiga Action, Europress Direct, PO Box 2,  
Ellesmere Port, South Wirral, L65, 3EA.

The Editor's decision is final! Europress employees are  
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There are many, many other little things that make this game the most addictive and accurate interpretation of a Football Managers season. It would be impossible to list all the features in this advert but we assure you that this is the best. We have thousands of satisfied customers from our previous edition of this game, many are still playing it 18 months after purchase. See the order form below for details on how to order this incredible game. Available for all Atari ST's and Amiga's. PC version coming soon.

Please note 512K versions will not include some features listed above.

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## STAR LETTER

### Stick the leagues!

Congratulations on the new look of your magazine. It was a bold move on your behalf to introduce the Super League system, but there were bound to be numerous problems, so it's a good job that you've decided to get rid of them. As you would appreciate, some games are very hard to categorise. Secondly, when you updated the League, it caused drastic problems.

For example, in your December review of the *Godfather* you gave it 95%. By the July issue, however, it had slipped from number three to number 50 and lost its accolade status. Keep up the good work!

Steve Martin, Brighton

### Bring 'em back!

I would like to congratulate you on the new look Amiga Action. I am very pleased that the Talkback section has been increased to two pages and the Blue Print and Budget sections have been greatly improved too. Another impressive feature is the Buyer's Guide, which is both informative and well laid out. In fact, nearly everything in the new look Amiga Action is excellent.

However (it had to come!), there are a few drawbacks. Firstly, you now only give an overall percentage for the games you review, instead of a percentage for the graphics and sound. I found the three separate percentages informative and very worthwhile, so please bring them back!

Finally, and most importantly, I

was HORRIFIED when I discovered that the Super League system had been withdrawn. This was easily the outstanding feature of Amiga Action and I always consulted it before I made any purchases. It must return!

Paul Faulkner, Liverpool

### Please, I'm begging you!

Is it my imagination, or were there two very important pages missing from the August issue of Amiga Action? If the Super Leagues have been dropped, I'm gonner drop the person who decided to drop 'em!

Kristian Chesters, Poynton

*We can't win, I'm afraid! When the Leagues were in operation, many readers wrote in and disagreed with the placing of various games. Now we've banished them, it seems as though everybody wants them back. We're really interested in your thoughts on this, so make up your minds and drop us a line.*

### Fools, utter fools!

While reading the August issue of Amiga Action, I came across your Action Buyer's Guide. I was surprised to find that you had priced *The Secret Of Monkey Island 2* and *Thunderhawk* at £12.99. Please, please, please can you tell me where to buy these items at such low prices as they are well over £30 in my local shops.

S Dixon, West Bromwich

*It was a very slight mistake we made. These games aren't £12.99 at all, so there. We tricked you. Sorry about that!*

### Substitute the subs

I am currently a subscriber to Amiga Action and as my old subscription is nearly finished, I will very soon be re-subscribing. However, the games on offer are usually downright crap, with the odd exception, of course. Why can't you offer the subscriber any widely available game with their subscription?

D N Lowe, Dundee

*Unfortunately, we have to buy the subscription games in bulk and make a commitment to software houses that we'll be able to shift x number of units if we purchase the game at a reduced price. It has to be cost effective to us, otherwise we wouldn't bother with subscriptions at all. Anyway, the games we select for our subs pages are carefully selected and have always received high scores in past issues of Amiga Action. They're certainly not crap!*

### The re-match

In a reply to James Hill (Talkback, July 1992) you wrote "I'd take our advice and ignore everybody else."

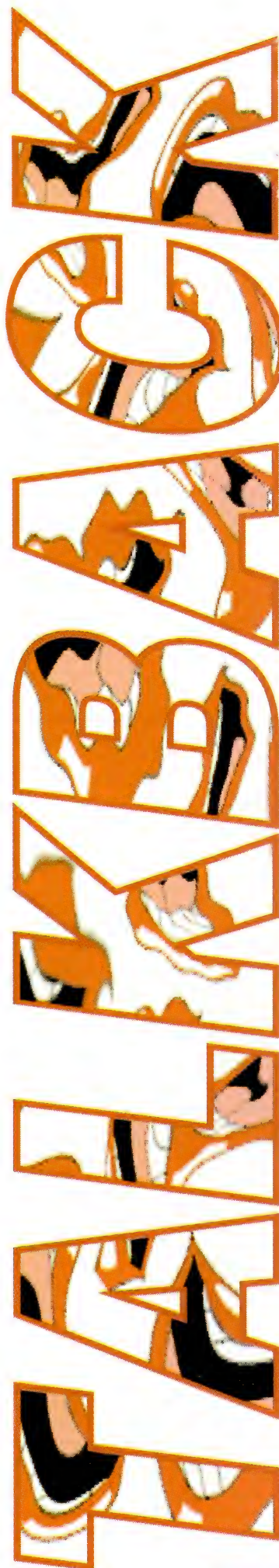
How are we supposed to do this when in the same issue you review what is clearly a pre-production version of *Sensible Soccer*? It is easy to tell this because Yugoslavia are competing in the European Championships, not Denmark. I would much sooner know what score you would give the game that we, the general public, are playing.

In that same review, Alan (who I presume was the reviewer) complains about *Sensible Soccer* being too unrealistic, and writes, "Why bother with *Sensible* when you've got everything you need in *K.O.2*?" Well, if he thinks *Kick Off 2* is realistic he has obviously never played in or watched a proper soccer match.

Also in the July issue is a review of *Indiana Jones and the Fate of Atlantis*. In virtually every screen shot the words 'cheat mode' can be seen. If you are playing the game in 'cheat mode' how can you correctly judge the difficulty or the life expectancy of the game? I presume that both of these factors affect the overall score you give.

Matthew Fell, Elloughton

*OK, so we did review a pre-production sample of *Sensible Soccer*, but the version we received from Renegade was fully playable and only lacked a few intricate team details, such as the Yugoslavia one that you pointed out. However, it was definitely reviewable! And yes, we do use cheat modes to access certain levels of games to give you an insight into the later levels. We only cheat, however, to grab the screenshots. Rest assured, we play the games thoroughly, without a cheat, before we grab the screen shots.*





Finally, our views on the Kick Off 2 versus Sensible Soccer saga haven't changed. Check out last month's 100 best games supplement. Surely four out of four reviewers can't be wrong.

## Endless nameless

I have on several occasions read with interest letters in your magazine concerning piracy, and would like to add my views on this important issue.

I do pirate software, but at the same time appreciate your opposing views. Below are the reasons why I, and a lot of other people copy disks.

1. It is a lot cheaper than buying the original.
2. A reasonable percentage of my collection consists of software that is not available in this country.
3. I have most of the top titles before you even get hold of a preview copy, sometimes by many months (an example of this is Risky Woods, a game that I had in my collection since before Christmas, and yet the game has only been out for a couple of months).
4. I wouldn't be happy if I shelled out good money on a game that would only see daylight for a couple of hours before ending up stuck on a shelf unused.

The fact of the matter is that people pirate software because they can. There are many copiers on the market as I am sure you are aware.

Another thing lies in the protection of software. No matter how a game is protected, it will still be cracked and available to pirates.

I would ask of you one thing. If you do have the gall to print this letter, kindly refrain from patronising me in your usual style as this is now becoming tedious. You will no doubt have some witty quip about me not printing my name and being a coward. Alternatively, you will point out that I am ignorant and do not know any better, or tell me to wake up and notice that I am damaging the software industry (a fact which I am already aware of).

I have not insulted or patronised your magazine in any way, in fact I read almost every magazine on the market each month, but yours in my opinion stands out from the crowd. You do not need to insult me just for the sake of being malicious, as you

already have my respect, and it would be a shame if you lost it.

If you do print this letter, kindly treat it with a fair hearing and with a mature and intelligent response, bearing in mind that your readers have already seen you insult pirates as opposed to replying with a bit of sincerity.

**Nameless, Homeless**

## Pirates sprung

Can you please tell me the telephone number/address of the F.A.S.T organisation? I have recently come into possession of information concerning a large pirating ring in the south of England and wish to do something about it.

**K Killick, South Norwood**

*The telephone number for F.A.S.T is: 0628 660377. Let's hope it concerns the nameless one above.*

## Roxanne blues

I have recently noticed a strange trend in Amiga Action. I refer to August's Sports feature and September's Nobby the Aardvark preview. In both instances, you remark about the size of Steffi Graf's particularly large nose. I happen to think it's a rather cute and sexy feature and helps make her the dream girl she is. Why don't you pick on somebody with a nose your own size?

**Steffi Graf's hanky, Blackburn**

*It just so happens that our very own Ed has a large hooter, so we have nothing against people with such a prominent feature. In fact, we all love Steffi and have tried plastic surgery many times in an attempt to look like her. Not. We send all our hugs and kisses to the wonder woman of tennis!*

## Monkey solution snags

You are my only hope. I have written to many magazines but none of my prayers have been answered as yet.

My problem concerns Monkey Island 2 which I purchased in June '92. I've been stumped ever since

reading the solution you printed in the August issue of Amiga Action. I followed the solution until it read "Return to Scabb Island and watch Kate get arrested". I have yet to see Kate get arrested. Is there a certain place to go, or is there something missing from the solution? I have tried for hours and as you can imagine, I'm getting really frustrated. Please, please, please help!

**Frustrated Monkey Island fan, Scarborough**

*Oops, it seems as though our little omission from the otherwise stupendous Monkey Island 2 solution has caused some serious grief among all you would-be pirates. To get Kate arrested, take a leaflet off her on Booty Island and stick the leaflet over your wanted poster on Phatt Island. She'll soon get arrested.*

## Buyer's no guide

I write, as I've just noticed your redesign and some of the changes to the content of Amiga Action. On the whole, I think you've done a good job, but my main complaint is about the Buyer's Guide.

Firstly, why have you bothered with the thing? I mean, it's not as if including it was the most original idea in the world. You can't pick up a magazine now without finding loads of pages full of waffle about games released donkey years ago! Surely, those people who wanted a certain game would have gone out and bought it at the time, and not waited until twelve months later when there were newer games to compete for their pocket money!

And if you look at the scores, you've re-graded practically everything you ever reviewed! What's going on? Do you not agree with your own opinions about a game any more? We look to you to be honest and consistent!

Anyway, that's my griping over. I don't expect you will drop the thing now, but at least try not to follow every other magazine up the garden path.

**P O'Clery, London**

*Well, I must say you're being a little unfair here! We included a Buyer's Guide because our readers wanted it! And rather than follow every other magazine in producing*

*a really boring, minutely printed yawn, we tried our best to give it the space it needed to have a hopefully funny and entertaining style, and to read well.*

*As for re-grading, well, we do actually tell you on the pages that we've re-marked them on what we think of them now. After all, opinions change over time, newer and more advanced products are released every day and it would be stupid of us not to try to grade the older games against their newer competition. However, you will notice the games we regard as all-time classics have pretty well retained their original scores - and may in fact have improved on them slightly. So there!*

## And David Icke said...

The compliments of the season to you all! How do you do and quite an age? How is your family? Hope they are in good condition and good health. If so, glory be to lord. Season greetings to all members of your company.

The motive of my letter to you is this. Please could you send me a few free games and a T-shirt? Please, I wish to receive a gift and also a free copy of your magazine. Please be kind and God shall supply all your needs. May God richly bless you all (amen). An early return would be much appreciated.

**Taopheek Saka, Nigeria**

*And on that note, I think we'll call it a day and wrap up the letters page for yet another month. So don't forget to write to us with any gripes or opinions about the magazine, or any aspect of the Amiga games world.*

## Send your letters to:

**Peter Lee,  
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Amiga Action,  
Europa House,  
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# Boggit's Domain

**Why do small guys always have such an attitude problem? We asked Boggit, but he spat in our faces...**

I know a bank where the wild petunias grow. Where the hollyhock doth girdle the stately boughs of the mighty Blackthorn Tree and silver springs burble merrily down to the sea. What a pity it's all spoiled by the miserable git who lives there!

Just when you thought it was safe to go for a wander through the dappled woodland, the Boggit returns to kick butts and chew earholes.

As usual I've been promised that although this month has been a little quiet, next month will see some bumper news for all Amiga owners. It's the European Trade Show when all the Christmas goodies will be revealed to the trade and we will be given free drinks and funny hats. I just hope there will be some mutton pies and spiced elderberry wine on offer.

To fill my time, I've been spring cleaning and having double-glazing fitted to the old tree. Yes, I know it's a little late in the year for that, but if a thing is worth doing it's worth putting off until tomorrow I always say. Don't you just love double-glazing salesmen? I reckon that on my hate list they come after the French, and just before a Dixon's sales assistant. The only difference between a double-glazing salesman and a Dixon's assistant, is that the double-glazing swine knows when he is lying to you.

Luckily I managed to buy a window with an owl flap in it so Archimedes can now let himself in when he comes home at dawn and I can get a decent night's sleep.

## Up and Coming

One game which is already up the software charts, and is coming to the Amiga later this year is *Indiana Jones and the Fate of Atlantis* from U.S. Gold. This is another graphic adventure from Lucasfilms which follows in the line of successes including the smash-hit *Monkey Island* games. I've seen it,

played it, and it's tremendous. The original *Indiana Jones* adventure was brilliant, but I'll bet a gold piece to a pound of troll manure that this new game will go straight to the top of the Charts.

No doubt it will come on a dozen floppy disks which will cause problems for some players, but the pain will be worth it because it has some stunning graphics and a rather neat storyline.

This adventure is three games rolled into one because you can select to play it as a solo affair or with a female companion. The game is truly different depending on the option you choose, with completely new puzzles. Your last option is to take the arcade 'action' route which includes lots of punch-ups with the nasty Nazis.

What I liked most was that the game's puzzles are set at a 'feel good' level which keeps the smile on your face instead of a pain in your head. This just may turn out to be the best adventure game you've ever sat down to play.

## BOGGIT'S BOUQUET

Each month the software houses release games which they swear are the best games you have ever seen, but before you rush out and empty your gold pouch, cast an eye over this month's winners of the prestigious Boggit's Bouquet.

### **Monkey Island II - U.S. Gold**

I know this game has been around for a few months now, and the more eager beavers among you may have already bought it, but



Whether you've got a peg-leg with dry rot or a broken oar to be mended, Woody's Carpenter shop is the place to go for a quick fix in *Monkey Island II*.

as I haven't mentioned it already, it's only fair that I do now. Lucasfilms continues to sweep all before it with the high standard of its graphic adventures and this one maintains the standard.

The original *Monkey Island* was a top class game, but its sequel is even better. *Monkey Island II* has eleven disks which means that it can be awkward to play without at least two floppy drives, but it looks really good.

Don't be fooled by the cartoon-like graphics, this is not a simple game for kids, it does have some really tricky puzzles which can have you sobbing into your keyboard. (Believe me, I've been there!)

If you would like a game which is more suited to a single floppy system and still looks good, then how about *Lure of the Temptress* from Virgin Software? This game is still a challenge, but doesn't have problems which will curdle your brain.

There is at least one section where you have to use some quick mouse control to win a fighting sequence, but mainly it's very leisurely stuff.

There are lots of question and answer sessions with other computer controlled



characters, but these are pretty humorous and the correct responses are obvious. So far I have finished two thirds of the game and I found nothing too strenuous.

This will suit the casual player who wants fun rather than a challenge. Simply remember that whenever you think you've hit a really tough problem, think again because the solution is probably much simpler than you expect.

The graphics and sound effects are well done and you don't have to suffer endless loading times to compensate for the pretty pictures. Thank goodness!

## Kwik Kwip

**Q. What is pink and hard?**  
**A. A pig with a tattoo!**

## Dungeon Master Update

Did I tell you that *Dungeon Master* and *Chaos Strikes Back* are now available from Psygnosis Ltd (051-709-5755)? You get both games for the price of one which has got to be the best buy since sliced bread. Which reminds me, does anyone know what the best buy was before sliced bread? Unfortunately, questions like that tend to keep me awake at night.

In answer to the letters I have received asking whether the game is compatible with the A500 Plus, the answer is yes – probably! In fact I have just spoken to the company and they are in the middle of testing the finished compilation to make sure it will run on all Amigas (providing you have one meg of memory).

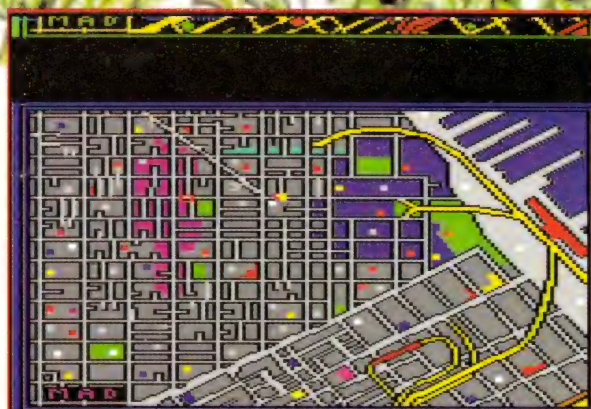
They are confident they will solve all the problems before it hits the shops in mid-September, but if in doubt check before you buy. I will quote one reader who wrote and said, 'If you haven't played this game, stop being a goblin's bum and go and buy it now!' I can say no more.

## BOGGIT'S MAILBAG

Down the long, winding forest path the Goblin Postie once again lugs a huge sack of mail to the front door of the mighty Blackthorn Tree. Will the cries of help be answered by our Guru of the Keyboard?

## Finding the Pattern for Manhunter New York

I have been stuck on *Manhunter New York* for two weeks. I have collected nine



Sierra's *Manhunter* series of graphic adventures gives you a pocket computer with which you can connect to the city's instant transport system and zoom you to your destination in the twinkling of an Orb.

keycards and a medallion from the sewers, and I've tracked the suspect to Coney Island. I know that I am now supposed to knock down the Kewpie dolls in some order and then use the medallion, but I don't know what the pattern is.

Adham Tamer, Oxford

*Remember the video game in the bar? Plot the shortest route from the entrance to the exit and note the objects you would pass by on your journey. This is the pattern of the Kewpie dolls you must hit.*

## Still Captive in Mindscape's Space Stations?

Please help! At the start of *Mindscape's Captive* I am unable to explode the generators after entering through the green door and receiving the message telling me to explode them. Since this is right at the start, I have been unable to enjoy this supposedly excellent game.

Frazer Mitchell, Hamilton

*To explode the generators you must simply place the bundle of explosives on them and it will automatically explode after a few moments. There is a trick to placing objects*

in this game. If you place the object below a certain point on the screen it will simply lie on the ground and do nothing.

Try placing it a little higher on the screen to get the right spot. You'll find you'll have the same trouble with mines and the remote camera. For you and others, who have written to ask for some fighting tips for this game here are a few pointers:

Just as you found in *Dungeon Master*, you can kill

monsters most effectively by closing doors on their heads and smashing lumps out of them. You can also disintegrate beasts by jumping down on their heads via the climbing poles which go between levels.

You can shoot airborne monsters with low-level weapons by simply turning yourself upside down and standing on the ceiling using the Anti-Grav device.

Use the remote camera to view a new level before you go blundering into a nest of nasties. With the camera you'll be able to see when the monster has his back to you, then you can jump in and get a free hit before retreating and repeating the manoeuvre.

I'll also reveal that I now know for definite that *Captive II* is currently being written, so you have been warned.

## Never Mind the Quality - Feel the Width

I feel that people are becoming obsessed with how an adventure looks rather than how it plays. People assume that the more disks a game contains the better it is.

Obvious examples are *Kings Quest 5* (eight disks) and *Monkey Island 2* (11 disks). This number of disks however makes games tedious. Even though I own a second drive, a hard drive is really required, but

they are much, much too costly.

*Might and Magic III* has better graphics than *MM2*, but the access time is so slow the gameplay is gone. It



Mindscape's *Captive* game is still the subject of many letters to the Boggit. Getting the door open to these space bases is easy, but getting out again is a bit more troublesome.





does not deserve the No. 1 RPG position. The original *Monkey Island* was certainly also much better than the sequel even though it took fewer disks.

I still feel that the best adventures ever were those released by Infocom which took up only one disk. Something for the software companies to think about?

**D. Lacey, Tring**

Well you're right that some new games are not suitable for a machine which doesn't possess a hard drive, but that's the way things are definitely going to go in the future so it's no good wishing things were otherwise.

Sierra has a sticker on their boxes which says, 'Hard Drive Recommended' and believe me they know what they are talking about.

I suggest you start saving for a hard disk because it's only a question of time now before you will have to own one to use any of the new games.

## Time Travelling Beyond Zork

Having travelled back in time to the battlefield, when the head rolls into the trench, I throw a truffle in as well, then attempt to use the minx in an attempt to get it out again. However the minx refuses to 'sniff' out the truffle. How do you locate the crown and what is it for? Where is the Coconut of Quendor taken by UR-GRUE after he steals it from the ethereal plane?

**Iain Smith, Peterlee**

Your problem reminds me of the words of an old song which I learned at my granny's knee (or was it at some other low joint?) Well wherever it was the song goes, 'It's the wrong time and the wrong place, though your face is charming, it's the wrong place...'

So much for the musical interlude. You are on the right track, but you are not in the right time. The trick is go back in time to the battlefield and throw the truffle into the trench, then go forward in time and go to the Land of Desolation. Now you can let the minx find the truffle and it will also bring you what your heart desires.

The Coconut is not found until the very end of the game. I know nothing of any crown. I fear it's been many years since I wandered through Zork's kingdom and the old memory may be playing tricks, but none of my scrolls make any mention of a crown.

## Eye of Beholder II Locked Room

I am writing to you because I know that due



to your brilliant wisdom and innate logical capabilities you'll be able to help me. (Eh? - Bogg.) I am adventuring my way through the Temple of Darkmoon and so far I have found it brilliant, but now I'm totally stuck.

I am in a room with no apparent exits and it has four shelves (one on each wall) with a dip in the centre of the floor. Whenever I click on the dip it says, 'it feels soft here'. I have picked up three gems and a copper key in the room, but please tell me, HOW DO I GET OUT!

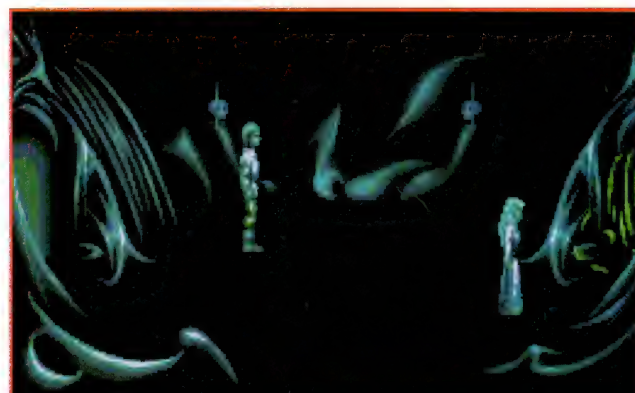
**D. Whiteback, Ely**

Put all of the gems on one of the shelves to open another secret door. While we are on the subject of sealed rooms, I'll confirm another reader's suspicions that the room containing the dying priest really is a dead-end with no way out.

## Awkward Apparatus in Lure of the Temptress

I have bought the awesome Lure of the Temptress but I'm stuck. I am in the village and have found the Diary, Flask and Tinderbox, but I can't find the magician.

**S. Yarham, Southampton**



If you are having trouble working out the combination to the skull doors in the Lure of the Temptress, fear not for Boggit has the solution you seek.

Forget about the magician. You wouldn't want to meet him anyway. What is important is that you read the diary, get the flask emptied by offering it to some hardy drinker who will dispose of the contents down his gullet, then get into the locked house in the square to examine the mysterious apparatus which is there.

Your friend Ratpouch can open the door with the lockpick to let you inside. Once you have done this, move the mouse cursor carefully over the apparatus and you'll find that you can now see the previously hidden oil burner and tap. You can now use the tinderbox and the flask to get what you need from this magical arrangement.

While I'm on the subject of this game I'll explain the problem of the Skull doors which has been taxing the brains of a few readers. The answer is easier than you'd think and you should be ashamed of yourselves for giving in so quickly. You will have the fair Goewin to assist you, so all you need do is tell her which room to go to, and which skulls to move.

In the entrance room pull the skulls to open the door. Go into the green room. Tell the girl to go back to the entrance room, pull left and then pull right skull. Meanwhile you stand by the door to the next room (blue) and as soon as it opens run in.

Pull the left skull to open the door back

to the green room to let the girl join you. Now tell the girl to go into the green room and pull the right skull. The door from the blue room will open into the black room. Leave the girl in the green room and move forward, leaving the exit door open for your eventual return.

Let's hope that helps you to solve your problem, you lazy sod! Never say that Boggit doesn't try to help.



## A Magical Escape from Leisure Suit Larry III

I'm stuck in a bamboo cage with Passionate Patti and I can't get out. (Lucky you! – Bogg.) There seems to be no way out of the cage before the Amazon women remove us and put us into a pot of boiling water for their dinner. What should I do?

My other question is, do I have to say anything special to Dale after I throw my panties at him?

**Philip Wilkinson, Basingstoke**

When they put you in the pot, try piddling in the water. It won't get you out, but at least it will ruin their dinner.

The game does tell you that you must, 'fight magic with magic' and what it is referring to is the 'magic' marker pen which Patti can find in the bar where she works. Use the pen to draw a door in the cage which you can then open and escape. Don't write to me and complain if you think that's a naff solution I didn't think it was very logical either.

As for throwing your pants at someone, what kind of nasty little pervert are you? The only thing you should say to Dale is sorry! I don't know...

Once Dale moves into the audience you can talk to him and he will mention the song in your magazine. The first letters of the words in the song are the compass directions to lead you through the bamboo maze.

## The Riddle of Chrono Quest's Pyramid Revealed

Can you help a poor, defenceless, weak, human? I'm getting desperate. Please, please, pretty please with cherries on top. (What about sugar-coated, hundreds and thousands scattered on it as well? – Bogg.)

In Chrono Quest I have completed the Chateau, India and Pre-History sections. However, how the bloody hell do you enter the temple in Mexico, and how do you open the pyramid which is in Egypt?

**Andrew South, Scarborough**

This game must be completed in the following order. Pre-History, India, Egypt, Mexico, and Future.

In Egypt you must go Down from your starting point, NE, N, N and then examine the stone just to the right of the bush. Take the amulet you find. To open the pyramid press the stones in the following order. Top left, top right, top right.

## The Riddle of the Plan in Bards Tale II

After extensive research into my Warhammer Fantasy Battle Gamer Book I've come to the obvious conclusion that you are a close relative of Snotlings!

By the way thanks for the game you sent me (okay, so this letter is a year late but adventuring is a full time job). Thanks also to Andrew King (or according to your column Andrew Knight!) with whom I swapped tips on *Might and Magic II* without whose help the end puzzle to the game would have remained elusive for eons. By the way did you ever finish the game? I reached the end puzzle and was stumped.

My question refers to the *Bards Tale II*. What is the Plan that the old guy with the fiery sphere asks about in the Destiny Stone Dungeon? I rang the Electronic Arts helpline, but unlike their usual excellent service they didn't know the answer. Maybe what they need is a good kick up the donkey by the Boggit!

Finally if there is anyone out there who hasn't bought *Bard's Tale II* yet, then you should because it's a stack better than the third one in the series and is out now on a budget label. Well, Interplay, how's that for a free plug? You can send me one hundred pounds any time you like.

**Kin Loo, Derbyshire**

**MARSALA**  
Race: Elf  
Class: Conjurer  
St: 13 IQ: 16  
Dx: 17 Cn: 11  
Lk: 8 HP: 27  
Lvl: 2 SpPt: 22  
Exper: 2932  
Gold: 1000  
(POOL GOLD)  
(TRADE GOLD)  
(CONTINUE)

CHARACTER	AC	HIT	PTS	SPL	PTS	CL
1 MARSALA	7	27		22		Co
2 MARKUS	4	32		0		Ro
3 SAMSON	2	39		0		Wa
4 BRIAN THE FIST	2	40		0		Pa

Now that the *Bard's Tale* series of role playing games are complete, you can pick up these classic games at budget prices. A world of monsters and magic for a fraction of their original cost.

I remember you. You're the one with the silly name. As for the mixup with the other reader's name, I decided to change it because, 'Once a King, always a King. But once a night's enough!'

As for your silly *Bard's Tale* problem, I can answer that easily enough. Just inside the Dungeon you will hear a voice whisper 'Hear the sphere, speak the truth, the plan is near, though quite uncouth.' A little further on you will meet with the mage who says, 'Okay scumbags, tell me what the plan is.' The simple, and naff, answer is

'NEAR'. The first message did say, 'The plan is near' didn't it!

## Personal Nightmare Revisited

Since I play adventures, and am human, I am stuck. I know however that there is one who will give aid to all adventurers.

It's not easy getting your mag this side of the Pond. If you do write to reply, please get someone else to lick the envelope as I don't fancy Boggit germs on my mail.

My questions concern the best game I own (besides *Dungeon Master* of course) – *Personal Nightmare* from Horrorsoft.

How do you get upstairs in the Manor House? I have a rope from the church bell (cut with the knife) and yet when I throw the rope at the bannister it says, 'The rope wraps around the banister, and yet, with nothing to catch on, falls to the floor'. (Cripes! A talking rope! – Boggit.)

How do I get the rope to stick? Where is the methylated bottle?

How do I get into the garage? I can get into the Registry safe, but what do I do with the files?

How do I open the drawer in the Church Office? Where is the key?

I'll be eternally grateful to you, Great Boggit if you help me. I'll even name my first-born after you.

**Geoffrey Kirwan, Ontario, Canada**

How come this is your favourite game, when it's blooming obvious that you haven't seen a quarter of it yet? You've got a long way to go yet, chummy.

Most of your worries are caused by the fact that you haven't solved the early problems. This game runs over a number of days and you can't do certain things until later on.

For example, when you post off your photographs to be developed, they won't reappear until a couple of

days later, and in your case you're dead by then. The first thing you must do is get that desk in the Church open. It's not a key you are looking for, it's a screwdriver to force it.

You'll find the screwdriver inside the kitchen cupboard of Ivy Cottage. To get into the cottage you need the key which is found at the scene of the accident







Don't ignore this simple tree in *Horrorsoft's Personal Nightmare*. When you are being chased down the street by a killer car at midnight, it can solve your problem and save your life. Which is handy to remember!

outside the pub. The reason why the rope won't catch is because you need to tie a hook to it, and this hook is inside the garage.

The key to the garage can only be obtained when you manage to cause the mystery car to crash into the tree. Try dodging along the street until you get to the right spot. Incidentally there is no such thing as a methylated bottle. What you are referring to is a bottle which is full of methylated spirits. Stupid boy!

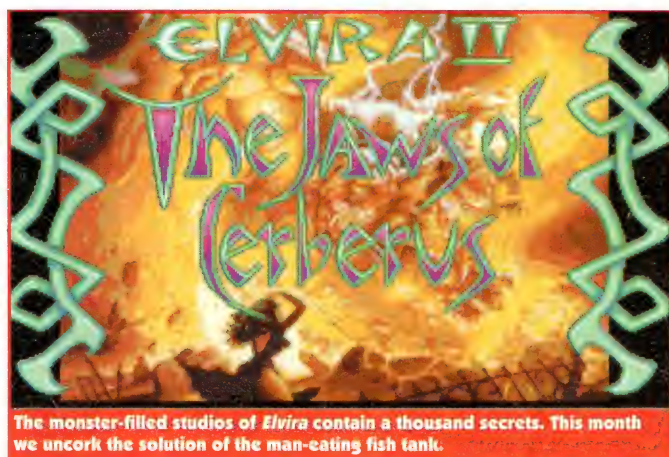
The bottle is in the pocket of a dead tramp who is upstairs in the Manor House. Once you get the files from the Registry Office you should show them to the Policeman. Why he should appreciate you giving him stolen documents I don't know, but he seems to be happy enough.

## Gone Fishing With Elvira II

I am having problems with *Elvira II - The Jaws of Cerberus* and thus can no longer sleep at night. Even though I managed to complete the first game I have become totally bogged down by its sequel.

How do you get the key out of the fish tank in the study without the phira, pira, piranhas, (Oh you know what I mean!) eating my arm off?

Where is the key to the secret underground elevator deep in the tunnels?



The monster-filled studios of *Elvira* contain a thousand secrets. This month we uncork the solution of the man-eating fish tank.

What do I do with the Frankenstein monster in the laboratory?

John Blears, Wigan

Well it's all very complicated as you can imagine, even more so if like me you never did finish the game and are now trying to make sense out of some human buffoon's notes! The simple answer is that you must feed those horrible fish with a

poisoned shank of meat.

The poison is given to you by Dr. Frankenstein once you disguise yourself as a lab assistant and offer to help him. You also need the poison formula from the library and the shank of meat from the freezer. At a later stage you will get a barometer and use it to create a storm spell which will put power into the Frankenstein monster. Wire cutters are needed to clip the wires which go to his head.

On level D of the tunnels you'll meet a director who has the elevator key in his wallet. If you know how to cast a telekinesis spell (which you'll need to be able to 'speel') then you can magic it out of his wallet.

## Dungeon Quest - The Finale

Many thanks for helping me get past the dragon in *Dungeon Quest* (i.e. by using the Dragon Nip from the sack) but unfortunately I am again stuck on the level immediately after leaving the nerd in the High Tech room. I am wearing my Amiga and trying to find the secret tunnel to the garden. I would be obliged if you could help me again and as a penance I am putting Amiga Action on my regular news-agent's order. I would also be grateful if you could recommend other games of this nature.

H. Bolderson, Crewe

The last section of the game goes as follows. From the point where

you throw the sack:- West, south, read book, use codewheel, south, jump, look door, look box, use sword, east, read sign, use codewheel, search, look person, look person, look person, ask person, rest computer. Phew.

One thing I won't do is recommend another game like *Dungeon Quest* - because it's a load of old rubbish. Mind you if you actually like dreadful games you could try 'Not a Penny More' from Domark as that is the all-time adventure turkey. I suggest you throw this game away and get something good for a change.

## Disk Swapper's Elbow

I think *Black Crypt* is the best non-interactive RPG I've played - nice graphics, items on monsters are collectable when they are killed, nice teleporter effects, and the water levels.

*Eye of the Beholder II* is the best *Dungeons and Dragons* game but the loading is a king-sized pain. I have two floppy drives and I wonder why more than one disk swap per disk is necessary.

*Beholder's* disk swapping did get me annoyed whereas *Crypt's* loading was brilliant for a game of that size.

I initially wanted to get an A600 because the internal hard drive would be a god-send to serious RPGers, but when I thought of how much I use the numeric keypad for movement I realised that an

A600 would make it a lot more difficult for me to control my party. Maybe this is a point worth mentioning for people considering buying this machine.

Well, that's all for another month, so I'm disappearing back into the Tree to do a final inspection of the double glazing and maybe ring up a few double glazing companies to give them some hassle. After all, they spend enough time phoning me doing the same thing!

**If you think you can stand the pain, don't forget to write to:-**

**Boggit's Domain**  
The Old Blackthorn Tree  
29, Blackthorn Drive  
Larkfield  
Aylesford  
Kent ME20 6NR.



# ACTION COMPETITION



**W**hen the Reds go marching on, they head straight through Amiga Action. For Grandslam have teamed-up with the Liverpool football squad to bring you a simply stunning, startling competition!

To tie-in with Grandslam's current *Liverpool* release, we're offering you the fantastic opportunity to boot an officially autographed football around your local park.

Not only could you be the proud owner of this unique football but you'll also be able to parade around in a somewhat nifty, spanking new Liverpool shirt.

And when the rain comes pouring down, a video telling you all about the Merseyside club ensures the greatest team in Europe will be with you forever. We also have scarves, caps and other juicy bits.

Five runners-up will also win a copy of the great Liverpool video!

**If you can answer these rather tricky questions, you could find a marvellous Liverpool prize coming through your letterbox:**

1. Who is Liverpool's current manager?

- a) Ronnie Moran.
- b) Graeme Souness.
- c) Bob Paisley.

2. What are Liverpool's away colours?

- a) Red.
- b) Red with white markings.
- c) Green with white markings.

3. Where do Liverpool play all their home games?

- a) Goodison Park.
- b) Old Trafford.
- c) Anfield.

4. Who is Liverpool's most capped player?

- a) Ian Callaghan.
- b) Emllyn Hughes.
- c) Ian Rush.

5. Who is Liverpool's top league goalscorer?

- a) Kevin Keegan.
- b) Kenny Dalglish.
- c) Roger Hunt.

6. Which Liverpool player was the subject of a previous Grandslam game?

- a) Kenny Dalglish.
- b) Peter Beardsley.
- c) John Barnes.



## Tick the spaces:

1. a ..... b ..... c .....
2. a ..... b ..... c .....
3. a ..... b ..... c .....
4. a ..... b ..... c .....
5. a ..... b ..... c .....
6. a ..... b ..... c .....

Please send your answers to:

Liverpool Compo, Amiga Action, Europress Direct,  
PO Box 2, Ellesmere Port, South Wirral, L65, 3EA.

The Editor's decision is final! Europress employees are absolutely forbidden to enter, so get back! All entries to be in by October 31st, please.

NAME .....

ADDRESS .....

.....

.....

.....

☐ PLEASE TICK IF YOU DO NOT WISH TO RECEIVE PROMOTIONAL MATERIAL

# WIN WIN WIN



Welcome to  
the latest  
Guide! All  
the last 12  
month's  
games in  
the order  
they were  
released in.

## arcade adventure

### HEAD OVER HEELS

*Ocean* ARCADE ADVENTURE

**£7.99**

Wonderful 16-bit version of an old Speccy game. Nostalgia freaks will love this, and newer gamers are guaranteed something good.

### BARBARIAN 2

*Psygnosis* ARCADE ADVENTURE

**£25.99**

Arcade action with numerous puzzles, the game grabs you from the beginning. Another winner from Psygnosis.

### ROBOCOP 3

*Ocean* ARCADE ADVENTURE

**£25.99**

A vector graphic arcade adventure where Chase HQ meets Operation Wolf in the only Robocop game truly worthy of acclaim.

### SPACE CRUSADE

*Gremlin* ARCADE ADVENTURE

**£25.99**

Space age small arms firefight in this ace binary version of the Games Workshop board game.

### ANOTHER WORLD

*Delphine* ARCADE ADVENTURE

**£25.99**

Another World took two years to create, but sadly only five hours to complete. Absolutely fantastic graphics but far too easy.

### SPACE ACE 2 - BORF'S REVENGE

*Readysoft* ARCADE ADVENTURE

**£34.99**

The most expensive computer demo I have ever seen. Whaddya mean it's not a demo? Nice graphics, thats your lot. Yawn.

### ELF

*Ocean* ARCADE ADVENTURE

**£24.99**

A pixie-lated hero in its true sense, this turned out to be a surprising stormer from Ocean. And it's not a movie licence, either!

### MOONSTONE

*Mindscape* ARCADE ADVENTURE

**£30.99**

Imagine having a sword and being able to hit people with it. Moonstone gives you this violent option in this totally unique arcade adventure. 1 to 4 players can take part in this violent bloody quest. An excellent buy for psychopathic nutcases.



### THE NEVERENDING STORY II

**£25.99**

*Liné* ARCADE ADVENTURE

Pass the sick bucket please.

### MERCENARY III

*Novagen Software* ARCADE ADVENTURE

**£29.99**

More of the same in this 3D exploration game. A bit boring.

### THE RETURN OF MEDUSA

*Starbyte* ARCADE ADVENTURE

**£19.99**

Futuristic Dungeon Master clone. We've seen it all before.

### HARE RAISING HAVOC

*Disney Software* ARCADE ADVENTURE

**£34.99**

Roger Rabbit, what a guy, what a game. Good cartoon style puzzle/adventure. Plenty of custard pies and fiery bottoms japes with this one.

### STORM MASTER

*Silmarils* ARCADE ADVENTURE

**£29.99**

Very weird, very different strategy game. None the less an excellent release. Well worth the money.

### BLACK CRYPT

*Mindscape* ARCADE ADVENTURE

**£25.99**

Has Dungeon Master met its match? You decide with this Classic dungeon game.



### ASHES OF EMPIRE

*Mirage* ARCADE ADVENTURE

**£29.99**

Civil wars have never been so much fun! Basically a crossover of arcade adventure and strategy. Wicked man.

### LEGEND

*Mindscape* ARCADE ADVENTURE

**£30.99**

Dungeons and Dragons games tend to be too complex for the beginner, yet too easy for the expert. Not the case with Legend. Suave, fresh, cool. We like it.

### EYE OF THE BEHOLDER II

*US Gold* ARCADE ADVENTURE

**£32.99**

The sequel to the amazing Eye of the Beholder, it's bigger and better than its predecessor. An essential so run to your software store and buy it now. Numero uno.



### D/GENERATION

*Mindscape* ARCADE ADVENTURE

**£25.99**

Initially the graphics may not appeal, due to the fact that they're isometric. I can assure you after a couple of games you'll be hooked.

### INDIANA JONES AND THE FATE OF ATLANTIS

*US Gold* ARCADE ADVENTURE

**£25.99**

Indiana cracks his whip and the odd joke in this slick arcade adventure game, based on the famous film series.



## LORDS OF TIME

Hollyware ARCADE ADVENTURE

£25.99

Quit your job 'coz there's no way you'll ever want to go outside again. An excellent adventure (sic).

## GUY SPY

Ready Soft ARCADE ADVENTURE

£29.99

Some ace graphics don't really save this overpriced spy scenario.

## adventure

## FLAMES OF FREEDOM

MicroProse ADVENTURE

£34.99

Abso-bloody-lutely huge adventure incorporating hundreds of locations, thousands of characters and a fair old selection of weapons and vehicles. In a world of its own.



## MAUPITI ISLAND

Ubi Soft ADVENTURE

£25.99

Good-looking adventure from the Frenchies, but you'll often find yourself back where you started. Good characterisation, but the plot's somewhat weedy.

## MONKEY ISLAND 2

US Gold ADVENTURE

£37.99

Shiver me timbers, pieces of eight, and how much wood would a wood chuck chuck if he could chuck wood? Classy, amusing, graphically excellent, sonically brilliant. Probably the best Adventure game in the world.



## SUSPICIOUS CARGO

Gremlin ADVENTURE

£25.99

Often amusing and brain-treasing adventure set in cyberish environment. Benefits from being just different enough to be off the wall. A winner.

## WILLY BEAMISH

Dynamix ADVENTURE

£34.99

Cartoon-style point 'n' click game, excellent once you get into it but beware, without a hardrive you're wasting your time.

## HEART OF CHINA

Dynamix ADVENTURE

£34.99

Join Jake Masters on a rescue mission to save beautiful Kate Lomax on this epic adventure game. Superb, buy it now.

## LEISURE SUIT LARRY 5

Sierra ADVENTURE

£34.99

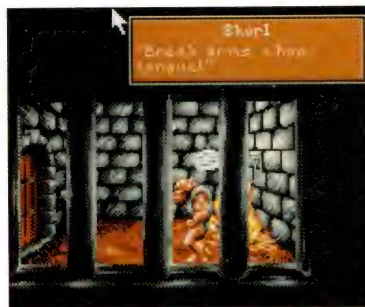
The man in the dodgy suit is back, and he's still after one thing - dirty fun. Adults only.

## LURE OF THE TEMPTRESS

Virgin ADVENTURE

£29.99

Ooh, gorgeous graphics, gorgeous sound, and you will not believe this - it also has great gameplay! If you haven't got the money, tough!



## HOOK

Ocean ADVENTURE

£25.99

The film was a flop, the game isn't as good as the film. 'Nuff said.

## DUNE

Virgin ADVENTURE

£29.99

Interesting crossover of adventure and strategy. Dune fans will love this so if you don't know what Dune is about, now's your chance.

## FASCINATION

Digital Integration ADVENTURE

£29.99

Boring French adventure. Poor graphics, lousy puzzles and needless porn sequences flush this one down the toilet.

## shoot'em-up

## AQUAVENTURA

Psygnosis SHOOT'EM-UP

£25.99

A sea of disappointment awaits in this ocean-based shoot'em-up. Play Aquaventure and get that sinking feeling. Four years out of date and just too sluggish, it soon crashes into a watery grave.

## CYBERBLAST

Innerprise Software SHOOT'EM-UP

£25.99

Equip yourself with a variety of anti-alien weaponry and go in search of un-human activity in this great slaughterhouse favourite.

## G-LOC

US Gold SHOOT'EM-UP

£25.99

The F14 flight simulator without the simulator. A fighter plane shoot'em up, nothing more, nothing less.



## ALIEN STORM

US Gold SHOOT'EM-UP

£25.99

It doesn't and never really could have lived up to the superlative action and excitement of the arcade original. One of those games that was never going to make a decent conversion.

## ZONE WARRIOR

Electronic Arts SHOOT'EM-UP

£25.99

A bit like Turrican although not nearly so impressive or addictive. There are better games of this ilk, and you'd do well to save your pennies for those.

## TERMINATOR 2

Ocean SHOOT'EM-UP

£25.99

Straightforward action game with plenty to remind you of the movie. In the final analysis though, it's not all that much cop.



## ORK

Psygnosis SHOOT'EM-UP

£25.99

Another well presented and eminently playable game from Psygnosis. Great monsters and some delightfully gaudy graphics.

## THUNDER JAWS

Domark SHOOT'EM-UP

£19.99

Competent gameplay and addictiveness. Parts of the game seem rushed though - an average conversion of mediocre arcade game.

## ALIEN BREED

Team 17 SHOOT'EM-UP

£24.99

Graphically excellent spook'em-up game. Great atmosphere, a classy professional product from a talented team.

## EPIC

Ocean SHOOT'EM-UP

£29.99

It certainly is. Buy it.

## WRECKERS

Audiogenic SHOOT'EM-UP

£24.99

An intriguing storyline enhanced by truly atmospheric graphics and sonics is ruined by over-simplistic gameplay. Nearly but not quite.

## THE GODFATHER

US Gold SHOOT'EM-UP

£30.99

Some of the best graphics so far this year sadly put into a very poor game indeed. Following the plot of the three films may seem like fun but it most definitely isn't. Avoid.

## WOLFCHILD

Core Design SHOOT'EM-UP

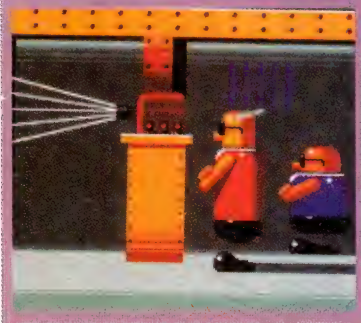
£24.99

US Gold's disappointing Strider series might have been the inspiration, but that doesn't stop this being a fair old classic. Technically peerless shoot'em-up.



**BONANZA BROTHERS**US Gold SHOOT'EM-UP  
**£25.99**

Jolly arcade conversion that makes up for graphical inconsistencies with a lively set of action sequences.

**ROBOZONE**Image Works SHOOT'EM-UP  
**£19.99**

A blithering idiot of a game. Slow, dull and not much good at anything. Bleagh.

**SUPER SPACE INVADERS**Domark SHOOT'EM-UP  
**£24.99**

Yes indeed the classic game has been revamped and it still manages to retain its original buzz. Of course, we like it for reasons other than the original having created the whole games industry and given us our jobs...

**DRAGON FIGHTER**Idea SHOOT'EM-UP  
**£25.99**

Flying about on a suspect dragon sprite which takes up a quarter of the screen is not my idea of fun.

**AMNIOS**Psygnosis SHOOT'EM-UP  
**£24.99**

Multi-directional shoot'em-up with spectacular effects to offer you.

**AGONY**Psygnosis SHOOT'EM-UP  
**£25.99**

Would you believe it, an owl with an attitude. Graphically brilliant shoot'em-up.

**VIDEOKID**Gremlin SHOOT'EM-UP  
**£25.99**

Cuddly kid action with this platformy shooty number. A bit of an in-between game really.

**FANTASTIC VOYAGE**Centaur Software SHOOT'EM-UP  
**£25.99**

Novel approach to the shoot'em-up genre, flying around the inside of a body in a mini-sub destroying antibodies. Body good game.

**RUBICON**21st Century Entertainment SHOOT'EM-UP  
**£25.99**

Superb graphics, decent sound, sadly lacking in gameplay.

**SPACE GUN**Ocean SHOOT'EM-UP  
**£25.99**

Aliens meets Operation Wolf in this classy space-age blast'em-up.

**STEVE McQUEEN - WESTPHASER**Loriciel SHOOT'EM-UP  
**£25.99**

What has this got to do with old Stevie, but basically what you've got here is an enjoyable cowboys and injuns Operation Wolf rip-off.

**ALCATRAZ**Infogrames SHOOT'EM-UP  
**£25.99**

Alcatraz, the prison, has been converted into a hiding place for a top drug baron, complete with mercenary guards. A crack team of armed police must penetrate the prison, and kidnap him to bring him to justice. Class game.

**HOSTILE BREED**Palace SHOOT'EM-UP  
**£25.99**

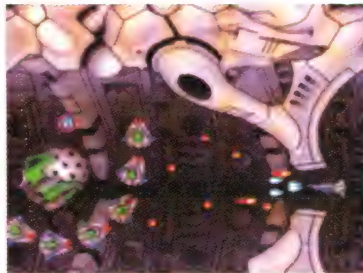
Attempts to be original can be very successful, or disastrous. This manages to fall in between the two.

**THE OATH**Soundware SHOOT'EM-UP  
**£25.99**

Why is it called The Oath? Is it because you'll spend most of your time cussing at the miserable speed and the predictable gameplay?

**PROJECT-X**Team 17 SHOOT'EM-UP  
**£25.99**

Truly explosive blast with superior graphics and sound. So hard, you'll probably never finish it.

**sports simulation****CALIFORNIA GAMES II**US Gold SPORTS SIMULATION  
**£25.99**

I wish we could all be Californian. Erm, I'd rather bury myself in an ant hill. Certainly this game doesn't make me want to walk around in ridiculous clothes and start riots in Los Angeles.

**CARL LEWIS CHALLENGE**Psygnosis SPORTS SIMULATION  
**£25.99**

Athletics Ace Carl lends his name to this neat track and field game. Not the best in its class, but then old Carl himself couldn't get in the US 100 metres team!

**WILD WHEELS**Ocean SPORTS SIMULATION  
**£24.99**

Wild wheeze more like. Mix car driving and soccer in the same game, and see the result putrify before your very eyes. One that Ocean should forget.

**ESPAÑA '92**Ocean SPORTS SIMULATION  
**£29.99**

If you couldn't afford £2000 to visit the Olympics, Ocean have done the next best thing. They've put it in a box and charged £30 for it. A good idea and a great game.

THE GAMES - '92 STATISTICS				
1992	E. ROBINSON	USA	12.2	
1992	S. POLSERVIC	POL	11.0	
1992	R. SEEPERS	SEA	11.0	
1992	P. BLANKERS-KOEN	NED	11.0	
1992	M. JACKSON	AUS	11.0	
1992	D. CUTHBERT	ENG	11.0	
1992	A. REICHOLD	GER	11.0	
1992	H. TEUS	USA	11.4	
1992	H. TEUS	USA	11.0	
1992	R. SWECHER	GER	11.0	

**ROBIN SMITH'S INTERNATIONAL CRICKET**Challenge SPORTS SIMULATION  
**£25.99**

Only so-so, even if you like cricket.

**SUPER LEAGUE MANAGER**Audiogenic SPORTS SIMULATION  
**£25.99**

Standard fare for footie management nuts.

**GRAHAM TAYLORS SOCCER CHALLENGE**Krisalis SPORTS SIMULATION  
**£25.99**

Grrr...Arrrgh...Took Gary Lineker off after 65 minutes, did he? Snarl...Grunt... An okay game. The Challenge is to guess how GT got the England Manager's job.

**MICROPROSE GOLF**MicroProse SPORTS SIMULATION  
**£34.99**

No detail overlooked in this 'almost as good as PGA' game. Good fun.

**4D SPORTS BOXING**Mindscape SPORTS SIMULATION  
**£25.99**

A good attempt at a game that really never could have been. If only the Amiga was more powerful, ho hum.

**TIP OFF**Anco SPORTS SIMULATION  
**£25.99**

A case of resting on your laurels if you ask me, with the basketball version of Kick Off. Well disappointing.

**ADVANTAGE TENNIS**Infogrames SPORTS SIMULATION  
**£25.99**

A nice tennis game with nothing else to add. What more can I say?

**WWF WRESTLEMANIA**Ocean SPORTS SIMULATION  
**£25.99**

Sweaty bodies and face paint is the order of the day in this dodgy rendition of the popular TV show.

**WORLD CLASS RUGBY**Audiogenic SPORTS SIMULATION  
**£29.99**

A great game based on the Rugby Union of '91, grab it now and give the Aussies a good hiding.



## JOHN MADDENS AMERICAN FOOTBALL

Electronic Arts SPORTS SIMULATION

£39.99

American football games have been pretty dire in the past but EA managed to change all that! If you're an American Football fan, buy it. If you're not, buy it. Absolutely faultless.



## WAYNE GRETZKY ICE HOCKEY

Bethesda SPORTS SIMULATION

£25.99

Basically Ice Hockey with a violent streak, good un-clean fun.

## THE MANAGER

US Gold SPORTS SIMULATION

£25.99

A football manager-type game.

## SUPER SOCCER

Starbyte SPORTS SIMULATION

£25.99

You must be kidding. What a joke. At £26, we're not laughing.

## PGA TOUR GOLF

Electronic Arts SPORTS SIMULATION

£25.99

Golf is so boring... Zzzz. Uh, oh yes, one of the best golf sims available, but if you don't like golf, forget it.

## JOHN BARNES EUROPEAN FOOTBALL

Krisalis SPORTS SIMULATION

£25.99

Run of the mill football game. Although cheaper than buying Sky next year...

## SUPER SKI 2

MicroProse SPORTS SIMULATION

£24.99

Several average wintry type sporting events in this middle of the road game.

## REBEL RACER

Starbyte SPORTS SIMULATION

£25.99

Tron light cycles ripoff on an original 3D tip. I like it, not a lot of other people will.

## CHAMPION MANAGER

Domark SPORTS SIMULATION

£29.99

Another football managerial game hits the street, with enough power to kick it well past the halfway line and stay there.

## STRIKER

Rage SPORTS SIMULATION

£25.99

A football game where you can actually play football! The main play screen incorporates a different view to most and does away with the birdseye view for an elevated angle look. A reasonable enough kickabout.

## SENSIBLE SOCCER

Renegade SPORTS SIMULATION

£25.99

Fast-paced soccer game. If you hate the Kick Off series but enjoy football, this game is for you.

## LINKS

Access SPORTS SIMULATION

£29.99

Golf, with a 3D behind person perspective, loadsa courses and loadsa clubs. What more could your binary golfer want? (How about a large sum of money!)

## EUROPEAN FOOTBALL CHAMP

Domark SPORTS SIMULATION

£25.99

You may have seen this in the arcades... It's memorable because this is the game where not only can you tackle the players, but kicking and punching them is far more effective (heh heh).

## FACE OFF ICE HOCKEY

Krisalis SPORTS SIMULATION

£25.99

Oiling your body for combat should be more fun than this. I think. Somehow, this manages to make Ice Hockey look more like Curling. Dismal.

## INTERNATIONAL SPORTS CHALLENGE

Empire SPORTS SIMULATION

£29.99

Ace sports game for ace sports gamers. Lots of unusual features to keep you busy.

## MEGA SPORTS

US Gold SPORTS SIMULATION

£25.99

Lots to do here in this big sports collection. You won't ever need to venture outside again.

## TV SPORTS BASEBALL

Mindscape SPORTS SIMULATION

£29.99

Okay ball slugger. But don't run yourselves out trying to buy a copy.

## WINTER SUPER SPORTS

Flair SPORTS SIMULATION

£25.99

Flair-y nice. This is a team to watch out for. Good all-round package with a great skidoo race.

## EUROPEAN CHAMPIONS

Idea SPORTS SIMULATION

£25.99

The only dribbling you're likely to do in this is because your mouth is open in amazement at such a lousy footy game.

## LIVERPOOL

Grandslam SPORTS SIMULATION

£25.99

Good football sim, with all the usual features. Doesn't really set the stadium alight...

## flight simulation

## MIG-29M SUPER FULCRUM

Domark FLIGHT SIMULATION

£39.99

Detailed but nonetheless dull flight simulation that manages to get it right in the technical department, but is still on the runway when it comes to good old fashioned fun.



## KNIGHTS OF THE SKY

MicroProse FLIGHT SIMULATION

£34.99

Chocks away and all that, so get your flying goggles on for the best World War I fighter plane sim to date. Spiffing.

## BIRDS OF PREY

Electronic Arts FLIGHT SIMULATION

£34.99

Plenty of different planes but Birds of Prey is just too jerky to be playable. Not much cop!

## RED BARON

Dynamix FLIGHT SIMULATION

£34.99

Crash and burn with this WW1 fighter sim. The game certainly did.

## A320 AIRBUS

Thalion FLIGHT SIMULATION

£35.99

Never in my days have I played a passenger plane simulator as good as this. Forget bombing missions, this is much more technical and difficult. Original.

## SHUTTLE

Virgin FLIGHT SIMULATION

£44.99

3D Graphics launch this simulator. The technical aspects of the program keep it up there.

## A-10 TANK KILLER V1.5

Dynamix FLIGHT SIMULATION

£34.99

Flying an F14 at high altitude is not much fun because you never see the ground. A10s on the other hand have to fly dangerously low bombing runs. Original but suffers from jerky play and poor updates.

## AIR SUPPORT

Psygnosis FLIGHT SIMULATION

£25.99

Now this is more like it. Who'd have thought a wire frame flight sim could be so good? Highly recommended.

## racing

## RED ZONE

Psygnosis RACING

£25.99

The Red Zone – that area where you fall off your motorbike and the other riders fail to see you on the road. The game is okay, but don't trade your Yamaha in yet.

## CISCO HEAT

Image Works RACING

£25.99

Police cars racing each other in a dodgy 3D environment. Forget it. It certainly didn't take us long to, thank goodness.



## FORMULA 1 GRAND PRIX

Microprose RACING

£34.99

Authenticity meets its racing partner. You'll never experience F1 thrills to the same degree again.



## CHAMPIONSHIP DRIVER

Idea RACING

£25.99

Drive five different types of car in this birdseye-view racing game. Hmm... So so.

## 4D SPORTS DRIVING

Mindscape RACING

£25.99

Ever fancied wrecking a car on a dirt track? If you have don't buy this. Slow, jerky and very crap!

## INDY HEAT

Storm RACING

£25.99

A speedy birdseye-view racing game complete with multi-player options, and fancy cars.

## RACE DRIVIN'

Domark RACING

£24.99

This game was unofficially sponsored by Lada (Joke). Scrap it.

## BIG RUN

The Sales Curve RACING

£25.99

It should have been re-titled Big Rip-off. Do not buy.

## JAGUAR

Core Design RACING

£25.99

Vrooom... where did it go? Climb into this classic speedy racing game, and put your foot down.



## VROOM

Lankhor RACING

£25.99

Formula 1 racing without the technical side. Fast routines and nice gameplay make this an excellent buy.

## CRAZY CARS 3

Titus RACING

£25.99

A massive improvement on the previous Crazy Cars duo. Compares favourably with Jaguar and Lotus.

## beat'em-up

## PIT FIGHTER

Domark BEAT'EM-UP

£24.99

The arcade original got by without much gameplay because of its graphics. The Amiga version doesn't even have that going for it.

## HUDSON HAWK

Ocean BEAT'EM-UP

£25.99

Neat beat'em-up based on the film turkey. This game is extremely addictive - Ocean have paid a lot more attention to the film than the Director did.

## FIRST SAMURAI

Ubi Soft BEAT'EM-UP

£25.99

Classy platform beat'em-up with some gorgeous graphics. Difficult to beat. Impossible to put down.

## FINAL BLOW

Storm BEAT'EM-UP

£25.99

The only way you're likely to get brain damage with this game is by beating your head against the wall in frustration. Boxing has never been so boring. Avoid it or you'll be sorry.

## TURTLES 2

Image Works BEAT'EM-UP

£25.99

Being green is certainly no fun, and this is not the exception to the rule. Yuck.

## KNIGHTMARE

Mindscape BEAT'EM-UP

£30.99

Not much to do with the TV program of the same name but this game will put down most others of the Dungeon Master genre.

## DOUBLE DRAGON 3

Storm BEAT'EM-UP

£25.99

The saddest episode of the twins fight for justice to date. It's a pity really. Stuff it - I don't care.

## MYTH

System 3 BEAT'EM-UP

£25.99

Freaky number with all the ingredients of a excellent game. Mix 'em all together, put in the oven for 30 mins (gas mark 6) and hey presto! An excellent game in anyone's eyes.

## strategy

## NAPOLEON I

Interneine STRATEGY

£29.99

Typical strategy game based on the Napoleonic Wars. Usual presentation, and usual lack of gameplay.

## SIEGE MASTER

Vulture STRATEGY

£25.99

Battlemaster clone that owes rather more to the original than to originality. Thankfully it has been forgotten.

## VOLFIED

Empire STRATEGY

£25.99

Wouldn't be bad at budget price, but still nothing to shout about. It's just another shoot'em-up.

## BATTLEISLE

Ubi Soft STRATEGY

£30.99

Military strategy the way it should be. It looks good, plays quite well, and it's pretty darned violent.

## FORT APACHE

Impressions STRATEGY

£29.99

Get off your horse and drink ya milk, plenty of that in this mediocre strategy war game.

## POPULOUS II

Electronic Arts STRATEGY

£29.99

A massive game that puts you in the shoes of God! Easy to get into, hard to complete. At least you'll get the last laugh at Judgement Day.

## REALMS

Graftgold STRATEGY

£29.99

Tired of being a God, or a Mayor? Well, why not be a warlord. Yes, Realms gives you that opportunity. Nice one.



## UTOPIA

Gremlin STRATEGY

£29.99

Detailed and hugely engrossing space-operatic strategy affair which brings together the best of Sim City and Populous. A bit tough for some, but worthy of more cerebral gamers. Definitely for those who like strategy with shooty frilly bits.



## SPACE 1889

Empire STRATEGY

£29.99

The year is 1889, the great space race is already underway and steam-powered rockets fly to the moon. It gets worse, or better depending how you look at it. Strange strategy game.

## FIGHTER COMMAND

Impressions STRATEGY

£29.99

Fancy a day bombing civilians in the Middle East? You can raid Tripoli, Col. Gadaffi's tent and all the other strategic targets, and go on interception missions - the lot. Underrated Strategy.

## TRADERS

Liné STRATEGY

£25.99

Being an interplanetary trader can be a barrel of laughs. Not this time though. I think I'll stay at home and play with my toy cars.



## MEDIEVAL WARRIORS

Merit Software STRATEGY

£24.99

Medieval bow and swordsmen fight for land, castles and the like in this unimpressive game. I'd fight too if I was trapped in this turkey.

## CRIME CITY

IF STRATEGY

£29.99

Nefarious dealings, and shady underworld going ons in this strategy game. Plenty of James Bond thrills as well as a good healthy portion of death and destruction. Fancy yourself as a Mafia man? Well this may well be your cup of cappuccino. (Safer too, I think! - Ed.)

## CHESS CHAMPION 2175

Oxford Softworks STRATEGY

£19.99

Nice version of chess, plenty of options.

## VENGEANCE OF EXCALIBUR

Virgin STRATEGY

£29.99

Another strategy game that incorporates hitting people with swords, plenty of blood to be spilled, and quests to be undertaken.

## DREADNOUGHTS

Turcan Research STRATEGY

£29.99

3D naval warfare game based on battles from the beginning of the century. No radar or guided missiles here! Atmosphere and gameplay in abundance.

## SAMURAI - THE WAY OF THE WARRIOR

Impressions STRATEGY

£24.99

## CELTIC LEGENDS

Ubisoft STRATEGY

£30.99

Overwhelmingly addictive RPG that's bursting with great characters and superb problems.



## CIVILISATION

MicroProse STRATEGY

£34.99

Quite a superb addition to the god business, from the game gods themselves



Wooden armor and razor-sharp katanas meet horsemen with bows in this very bland strategy wargame.

## FLOOR 13

Virgin STRATEGY

£24.99

The British have their own secret service specialising in assassination and interrogation. This strategy game puts you in the shoes of the top man in charge of keeping stories that could be possibly damaging to number 10. Scary, sinister, frightening.

## PERFECT GENERAL

Ubi Soft STRATEGY

£30.99

Mobile armour battles are the order of the day. Tanks and infantry fight side by side to defeat the attackers. If you like strategy games, you'll like this.

## SIMANT

Ocean STRATEGY

£34.99

When you see an ant colony, do you want to run it or pour boiling water over it? It's up to you...

## CONFLICT KOREA

SSI STRATEGY

£29.99

Yet another production line strategy game. Crude graphics, usual strat features. Certainly not anything worth fighting over.

## DISCOVERY IN THE STEPS OF COLUMBUS

Impressions STRATEGY

£24.99

Oh, life on the ocean waves. Should've been better.

## VIKINGS

Krisalis STRATEGY

£24.99

Strap on that horned helmet and

go conquer the world! An okay strat game - at least you don't have to wear the ridiculous clothes.

## WARRIORS OF RELEYNE

Impressions STRATEGY

£25.99

Standard Impressions strategy number. Lots of little guys kill each other on a graphically dull screen.

## RAGNORAK

Mirage STRATEGY

£25.99

Do the Loki Koky in this chess-type game based on the Viking legends. Bloodthirsty meatheads can enjoy the gore while pretending to be intellectual.



## AIR BUCKS

Impressions STRATEGY

£25.99

Control an airline in this second class entertainment. Pretty good for an Impressions game.



## arcade strategy

## ROBIN HOOD

Millennium ARCADE STRATEGY

£25.99

Amusing adventure that lures you into a pseudo-Sherwood tale of goodies and baddies. Scrolling seems jerky, but still lots of fun.

## GALACTIC EMPIRE

Tomahawk ARCADE STRATEGY

£25.99

A futuristic adventure featuring some appalling vector graphics and equally poor sound effects. There were high hopes for this one but they soon disappeared. Which is what we did when we saw it.

## STRIKE FLEET

Electronic Arts ARCADE STRATEGY

£25.99

Modern warfare sim that fails to stay afloat.

## RULES OF ENGAGEMENT

Mindcraft ARCADE STRATEGY

£25.99

Great presentation, but the time delays on the standard Amiga make you want to bite bits out of a sofa. They've tried too hard on this particular one.

## SPECIAL FORCES

MicroProse ARCADE STRATEGY

£34.99

Control four Dogs of War in the unofficial sequel to Airborne Ranger. Get your webbing and Dr Martins on and away you go. Arcade and strategy action working as one. Massive.

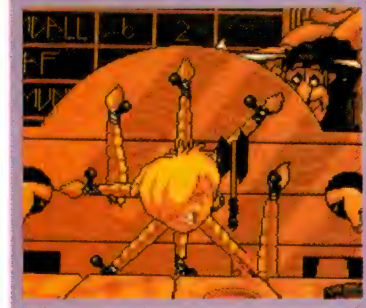


## HEIMDALL

Core Design ARCADE STRATEGY

£34.99

One of last years best releases. A truly amazing 3D Dungeon Master-type game that nobody should be without.



## platform

## THE BLUES BROTHERS

Titus PLATFORM

£25.99

Wear your Ray Bans with pride in this surprisingly excellent platformer with a lovely soundtrack. There are hours of enjoyment in here, and you won't be satisfied until you've completed the game. Everybody needs a copy.



## ROBOCOD

Millennium PLATFORM

£25.99

A cracker that puts so-called console classics to shame.



## BUILDERLAND

Loricel PLATFORM

£24.99

Sweet enough cutesy game initially, but that soon turns to frustration. Lacks any lastability.

## MEGA TWINS

US Gold PLATFORM

£25.99

Vomitingly cute but still lots of laughs anyway. Not in the same league as Rainbow Islands, but a giggle anyway. Take a squint at it.

## RODLAND

The Sales Curve PLATFORM

£25.99

Another platform game – but a top notcher. Neat graphics, gameplay and sound. Worth checking out.

## LEANDER

Psygnosis PLATFORM

£25.99

Scrummy character designs and silky smooth scrolling combine to make an exceptional game. A worthwhile purchase.

## BABY JO

Loricel PLATFORM

£25.99

At first it all seems terribly childish, but this emerges as one of those games that you can't put down. Difficult to pinpoint why it's good...

## FUZZBALL

System 3 PLATFORM

£19.99

Stupidly simple ditty that seems to hark back to the Vic 20. It's just brilliant. Yeah!

## HAGAR

Kingsoft PLATFORM

£25.99

Basically a platform game, with nothing big or clever about it.

## CAPTAIN PLANET

Mindscape PLATFORM

£25.99

Hmmm. An environmental game. Be Green – don't pollute your Amiga with this rubbish.

## HARLEQUIN

Gremlin PLATFORM

£25.99

Freaky diamond catsuits in this wickedly tricky platform game.

## TOP BANANA

Hex PLATFORM

£25.99

With a title like that, how can it possibly fail? Quite drastically, as it turned out.

## FIRE & ICE

Renegade PLATFORM

£25.99

Sigh, not another platform game... Erm, this one is different. An absolute gem.

## DELIVERANCE - STORM LORD 2

21st Century PLATFORM

£25.99

Once again nice graphics and nice sound put this platform game up at the top with the big boys.



## JIM POWER

Loricel PLATFORM

£25.99

Fantastic gameplay and graphics really sell this amazing platform shoot'em-up game.

## THE ADDAMS FAMILY

Ocean PLATFORM

£25.99

They're crazy and they're kooky. Yep, I'm sure they are – over a thousand screens of platform fun, a must for all platform fans.

## ELVIRA - THE ARCADE GAME

Flair Software PLATFORM

£25.99

Errr, nice game, good graphics and... Oh, what the hell – Big bits. Grab it quick.

## COOL CROC TWINS

Arcade Masters PLATFORM

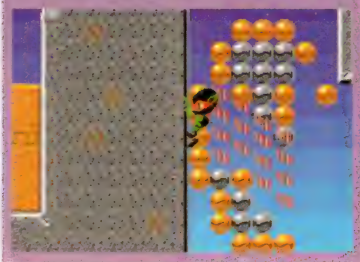
£25.99

## ZOOL

Gremlin PLATFORM

£25.99

Psychedelic graphics and strange monsters make this platform game a contender to kick Sonic the Hedgehog's ass.



Why do I get wary when lovable green creatures with attitude start to appear? Call it Turtleitis. Okay gameplay, unusual way of getting about, but nothing special.

## DOJO DAN

Europress Software PLATFORM

£25.95

Middleweight platform affair which lacks the clout to put a dent in the opposition. A pity.

## HOI

Software Business PLATFORM

£25.99

The basics are there but don't expect the world from green screen heroes.

## RISKY WOODS

Electronic Arts/Dynamics PLATFORM

£19.99

Their best release. Nice one.

## PARASOL STARS

Ocean PLATFORM

£25.99

Cuddly Factor 10, this platformer has monsters that are too pretty to be turned into fruit! (Eh? – Ed.)

## PREMIERE

Core Design PLATFORM

£25.99

You're a film editor and you've lost the film! And it's the Premiere! Easy to play, challenging, graphically superb... What more can we say about this excellent platform game?

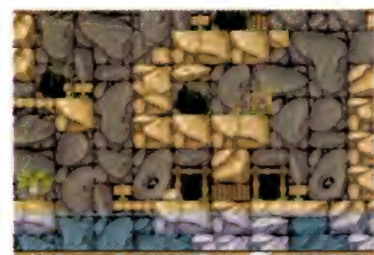


## UGH!

Play Byte PLATFORM

£25.99

Ugh! Actually, the game isn't as bad as it sounds, although it's a little short in the originality department. For prehistoric cabbies only.



## CRAZY SEASONS

Idea PLATFORM

£25.99

I'd rather have my teeth extracted with a rusty nail and a five foot hammer than sit through this abysmally easy and dull platform game again.

## puzzle and quiz

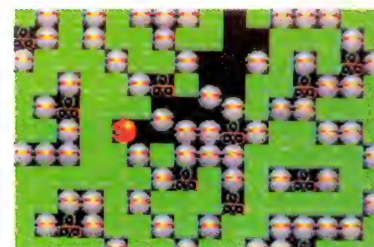


## SUPAPLEX

Digital Integration PUZZLE AND QUIZ

£25.99

Boulderdash derivative, but addictive nonetheless. Improved gameplay, but graphics really not up to scratch.



## BOSTON BOMB CLUB

Palace PUZZLE AND QUIZ

£25.99

Graphically and on the sound front, not really up to its nearest rival, Logical. The more you play, the less you want to. A pity.

## KWIK SNAX

Code Masters PUZZLE AND QUIZ

£7.99

Any egg that wears sunglasses is all right by me. (Hmmm... Ed.)

## TILT

Soundware PUZZLE AND QUIZ

£20.99

An original computer version of an unoriginal game. Different.



## CASTLE OF DOCTOR BRAIN

Sierra PUZZLE AND QUIZ

£34.99

Complicated, taxing, impressive. Puzzle fans will be in their element.

## PUSH OVER

Ocean PUZZLE AND QUIZ

£25.99

Interactive domino toppling, yep this game takes the P out of most other puzzle games.

## CATCH 'EM

Prestige PUZZLE AND QUIZ

£25.99

Dodgy game with puzzle elements thrown in for good measure.

## BUGBOMBER

Kingsoft PUZZLE AND QUIZ

£24.99

Strangely addictive puzzle bomb'em-up. Check it out.

## GOBLIINS

Dream Factory PUZZLE AND QUIZ

£25.99

A tricky little number with a few irritating features. And that's just the elf who lives at the bottom of my garden (You feeling all right? - Concerned Ed.)

## STEG

Codemasters PUZZLE AND QUIZ

£7.99

Slippery fun with a cute slug.

## SUPER TETRIS

MicroProse PUZZLE AND QUIZ

£29.99

Nice blockbusting work from MicroProse in this worthwhile update to the Tetris phenomenon

## WIZKID

Ocean PUZZLE AND QUIZ

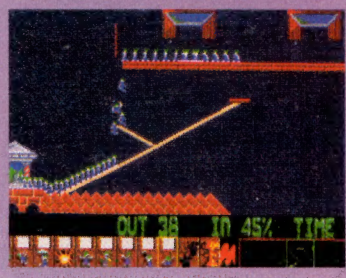
£25.99

## OH NO! MORE LEMMINGS

Psychosis PUZZLE AND QUIZ

£25.99

On the rodent to hell, yes indeed, those dodgy cult characters are back with more suicidal fun. Die happy, man.



Great graphics and silly fun abound in this vegetable based game. Yes, we did say vegetable.

## role playing

### STARFLIGHT 2

Electronic Arts ROLE PLAYING

£25.99

Space trading ahoy. There's little in the way of graphical excitement but plenty in RPGish teasers. Fans of the original will not be disappointed.

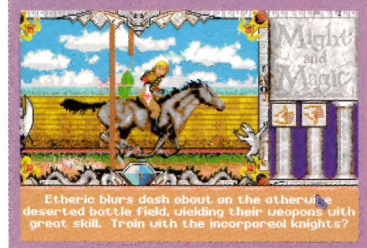
### MIGHT AND MAGIC 3

US Gold ROLE PLAYING

92%

£40.99

Gigantic roleplaying game. Will appeal to all would-be adventurers, although far too big for your novice player.



### HARD NOVA

Electronic Arts ROLE PLAYING

£25.99

Incredibly intricate adventure that'll keep you happy if you've an IQ the size of Mount Olympus. For the rest of us it's all a tad baffling. (Speak for yourself! - Brainy Ed.)

### THE LORD OF THE RINGS

Electronic Zoo ROLE PLAYING

£25.99

Wasted opportunity to make good with an RPG. Clichéd, slow and pretty dire all round.

### SHADOWLANDS

Domark ROLE PLAYING

£29.99

Overrated product where RPG stood for Rancid Putrid Game. Suspect - best avoided.

### POOLS OF DARKNESS

US Gold ROLE PLAYING

£30.99

Once again an official Dungeons & Dragons product hits the bullseye. Or should that be the dragon's eye? Don your cloak and find out.

## ISHAR

Silmarils ROLE PLAYING

£29.99

Initially frustrating and boring, only after a couple of hours do the real qualities of this gigantic roleplaying game become apparent, but are you willing to wait that long?



### BANE OF THE COSMIC FORGE

US Gold ROLE PLAYING

£37.99

Excellent gameplay, and a real RPG for those who like dressing up in a troll's clothing.

### MEGATRAVELLER 2

Empire ROLE PLAYING

£29.99

If RPGs are your thing, then you'll probably enjoy this. However, we found it graphically crude and frustrating.



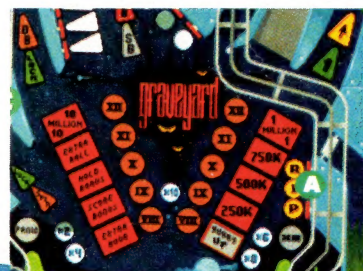
## bat and ball

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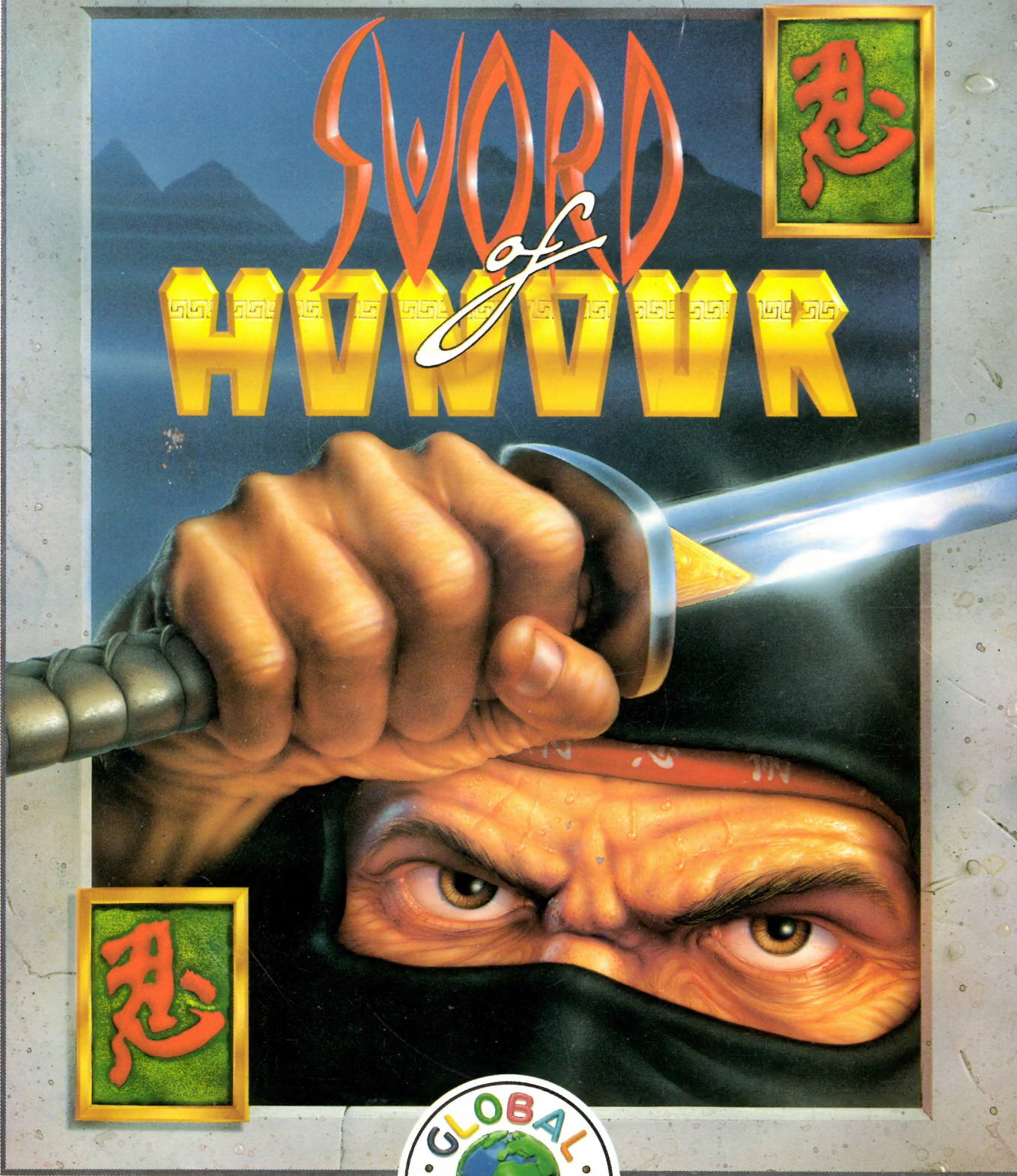
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